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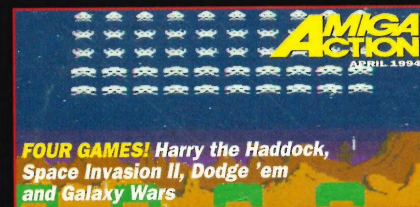


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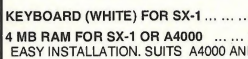
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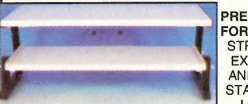
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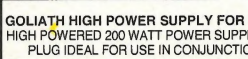
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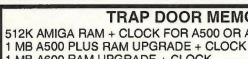
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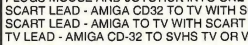
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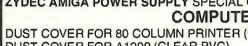
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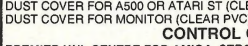
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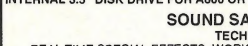
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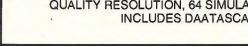
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SPECIAL THANKS TO:

That lanky Featherstone supporter for 'going quietly', the burly policeman for making the lanky Featherstone supporter 'go quietly', Mong for giving up his job, Arcane for the promptness of their coverdisk, Express Micros for providing Paul with oh-such a wonderful service, so much so that he certainly didn't have to make a 140 mile round trip to get a refund that should have been sorted over the phone only no-one on the line seemed to have a clue what the hell they were doing - not that he's bitter or anything, and not that he has every right to be because of the pathetic way in which the problem was handled from the start, and most especially to Fiona for leaving Steve standing in Night and Day for an hour wondering what on Earth was going on.



Coverdisk enquiries should be directed to the hotline number as detailed on page 8. We regret that we cannot spend time answering your disk and cheat queries whilst producing a quality magazine every month. As you can tell, we've been taking your calls for some time.

Belated phrase of the month: Kimahni!

News p10

A bumper crop of news this month, with stories ranging from the sublime to the ridiculous. Well, from Light Pens to Streetfighter films at least.



Subscribe p82

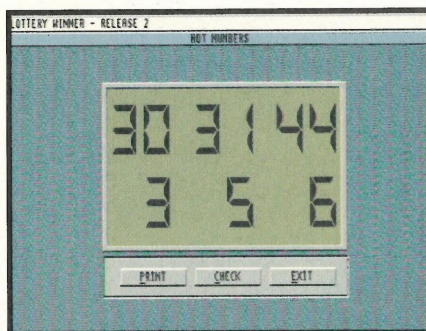
Here's your chance to get hold of 13 issues plus a brand spanking new game absolutely free! (Plus a small charge for the subscription. And the game.)

Superleagues p90

Here's what the Superleagues might say to you, if they were being honest. And if they could speak, "Hello, we're an incredibly bland collection of pages frankly."

Public Domain p42

It's a little known fact that British actor Nigel Hawthorne was, in the mid 1980's, a keen programmer of Amiga public domain games and demos. And why is this so little known? Because it is entirely untrue.



Sale! Sale! p89

Looks like we were a bit premature in losing the Fantasia offer last month, so here it is again, as requested.

Talkback

p87

The SWOS or Dross letters have been flooding in. But don't expect to find any because we haven't used them yet.

Swap Shop p96

This month's feature ad: Will swap my Ruff 'n' Tumble for your Jungle Strike, or will pay £10. That's right readers, it really is this good.



Reviews p17

Full price

Akira.....	30
Dragonstone CD32	35
Extractors	29
ITS Cricket	25
Jungle Strike CD32	34
PM3 Multi-Editor	32
Shadow Fighter A1200	34
Skeleton Krew CD32	35
TFX.....	26
Turbo Trax.....	18

Previews p44

Angst.....	46
Baldies	55
Final Over	56
Frontier: First Encounters.....	44
Kwok's Game	52
The Speris Legacy.....	49



Turbo Trax P18



TFX P26



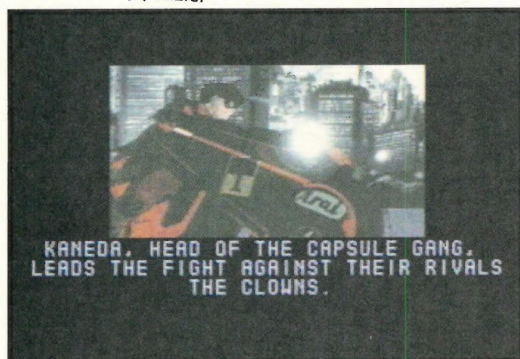
ITS Cricket

Grand slam hit the mark with this sporting sim



Extractors

Millennium follow up Diggers with another quality puzzler



Akira

Turn to the review to see what we think of ICE's latest



First Encounters

Unofficially Elite III, but don't say we said so or we'll get done



The Sperm Legacy

Preview of Team 17's Zelda-esque RPG

Features

David Braben speaks... p14

In an exclusive chat with Frontier Developments, we find out all about the ideas behind their top-selling games. We also have an exclusive glance at the latest and greatest in the line-up!



Game Guides

Jungle Strike pt 2 p60

We set not-so-new kid Andy the task of playing Jungle Strike to death. Ooh, it's a hard life.

Dreamweb pt 2 p66

More of our guide to committing the perfect murder

Shadow Fighter p64

With nary a steroid or a bulgey eye in sight.

Lords of the Realm p70

Complete guide to this heavy duty strategy fest.

On the Ball p68

Helpful hints for this football management fest.

Son of Boggit p76

Adventure tips aplenty with our whiffy wanderer.



Budget Games p40

Back down to two pages this month due to lack of space in the magazine. Fear not though, next month we'll hopefully be able to cram an extra page into the already full to bursting budget section and satisfy your insatiable need for games at any price.



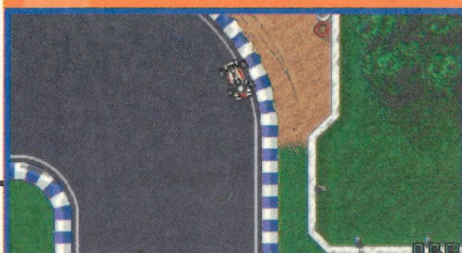
Coverdisks p6

TURBO TRAX

We were quite confident that we wouldn't see a better racer than ATR this side of Super Skidmarks, but along come Arcane to blow it out of the playing area. Just goes to show what we know!

SPERIS LEGACY

Team 17, purveyors of fine quality software, are working on an RPG. It's nowhere near ready but we've got our hands on an exceptionally early version for you to have a wander around. And here it is.

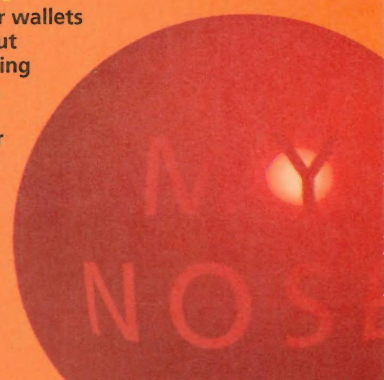


ARCADE CLASSICS

Following hot on the heels of the phenomenal success of our Shoot'em-up Special we bring you a collection of classic arcade games all coded by the multi-talented Kev Gallagher. Featured are arcade perfect versions of Space Invaders, Dodge 'em and Galaxy Wars along with a new character, Harry the Haddock, who is most definitely nothing like James Pond.

FULL GAME!

You'll have to get your wallets out to play this one, but before you start moaning it's all in a good cause. This is us in charitable mode doing our bit for Comic Relief. Turn to the coverdisk pages for full details of how to own the full version of the classic Blues Brothers (on Disk 4 as we speak!)



**It's an absolute
coverdisk treat - again!**

Oh yes indeed readers. Once again Amiga Action causes the jaw of Norris McWhirter to hit the floor as we strive to bring you another bout of record-breaking value for money - and this month you can do your bit for charity too! Yep, on one of our four (THAT'S FOUR!) disks lies Titus's excellent platform game, Blues Brothers, in its entirety. All you have to do to play it is send a small amount of money as instructed, most of which goes to numerous good causes through Comic Relief. Elsewhere, and largely due to your demand, we continue our classic arcade games theme with three top conversions plus a cute little platformer. And when you've finished with those, then - deep breath - prepare to be amazed! Turbo Trax is the super-speedy, exclusive demo overhead racer from Arcane which hopes to knock Team 17's ATR off its perch - it'll have your eyes bulging with the G-force. And, speaking of Team 17, their Zelda-esque adventure, The Speris Legacy, is yours for the exclusive playing, only on Amiga Action. So there you go - three disks of fun and one disk of frolics, all for the usual price. Woooooooooo!!

Cover Disks

Turbo Trax

**Arcane
(All Amigas)**

At the moment, Arcane Software is not a household name in the Amiga games arena, but this is something they fully intend to change during 1995. Solely a development team up until now, they've been responsible for graphics work on a number of console smash hits, and have decided that the time is right to use their not inconsiderable talents to make their own fortune. And on the evidence of Turbo Trax, they most surely will.

This demo is a single car time trial around one of the Indycar circuits in the game. At the outset you are set a time to beat, and every time you manage this, your new record-breaking lap is recorded to disk.



After the game loads, it's a very simple matter of waiting for the starter's flag, and then you're away! Press fire to accelerate, and use the joystick to round the corners in the only sensible way there is.

Make sure you look out for pick-ups on the track, as without them you won't go very far or at any great

The Speris Le

**Team 17
(A1200 only)**

If anyone can pull off a Zelda clone on the Amiga, it's Team 17, and this is their attempt. As usual, we have brought you this demo before anyone else even knows the game exists, and therefore The Speris Legacy is still very much in development. This disk is designed simply to give you an early taster of what's to come, and each level or world of the final version will contain much more than you see here. They will also be split into various quests, but for the purposes of our demo you are able to simply wander around talking to people, going into buildings and generally getting the feel of things.

So what do you need to know for now? Well, you are Cho, you're in a strange distant land and you need to find out as much as you can about it. You do this by interacting with whatever or whoever you can in whichever way you can (although because this is a demo, you are unable to open any chests you may come across).

Control is via the usual joystick method, and you can walk across almost any part of the landscape, including the water. On coming across something or someone you wish to interact with, stop next to it/them and press the space bar to bring up a list of options such as Talk To, Look At, Give, etc. Select the one you want and press fire. To leave this mode and continue your wander, press F2. Some of the creatures you come across will be less than friendly, but thankfully they can be dispensed with by slashing at them with your sword using the fire button.

Remember, you won't be able to open the chests, and you don't have a quest as such, so just enjoy wandering around this large chunk of the game, and look forward, all adrool, to the finished item.



speed. Money, although lying about in abundance, isn't too important as it is only really of any use in the full game. But be sure to make a beeline for the Turbos which will speed you up, and the Spanners (no, we don't mean Paul Roundell), which will help repair the damage you inflict on your car during the course of each lap.)

All the graphics and sound FX of the complete version are here, as too is the stunning gameplay which will almost certainly make this a massive hit. Enjoy! It.

Blues Brothers

FULL GAME

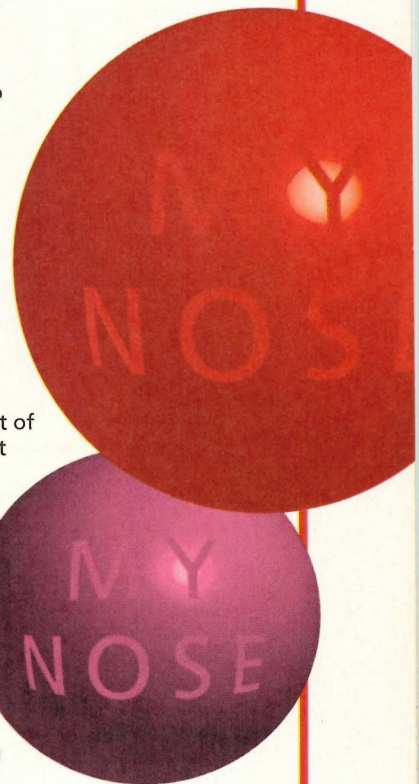
Titus
(All Amigas)

Okay, now here's where you get to do two things:

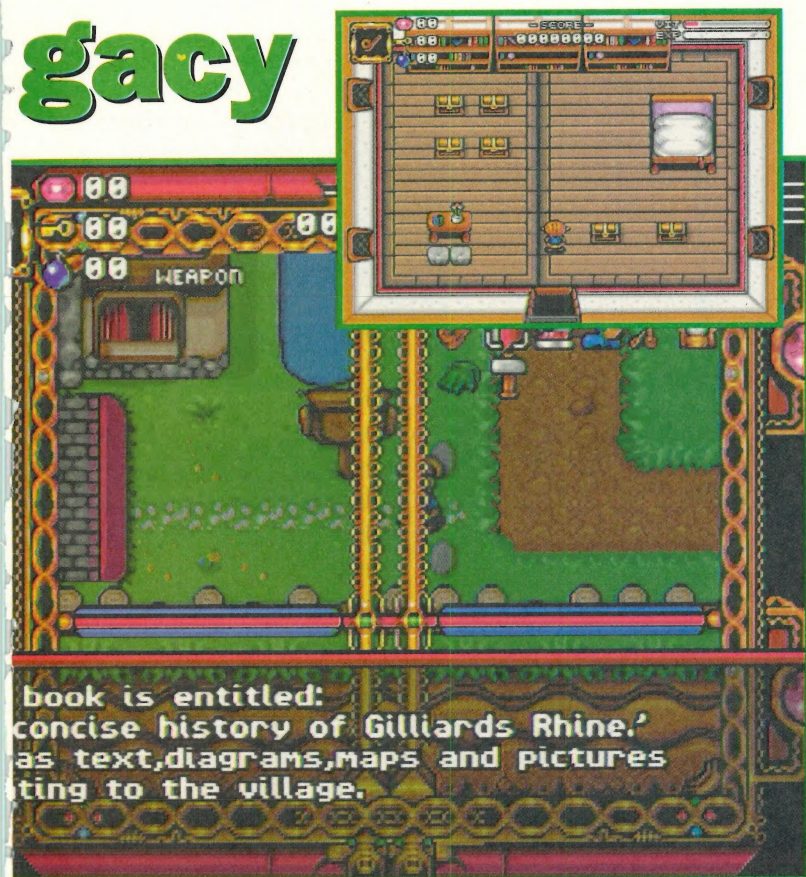
- 1: Add an excellent full game to your collection at a bargain price, and
- 2: Help out others who are more interested in keeping warm at night/putting food in their children's mouths than playing computer games.

Yep, we've teamed up with Titus to bring you this opportunity to give your support to a worthy cause. For every payment collected, OVER FOUR POUNDS goes to Comic Relief.

If you decide you want the game, first of all have a credit card handy, and then put the disk in the drive. Pretty soon you will be presented with a code, and with this you should ring the Gameline on **0274 390552**. Tell the friendly person on the other end that you're ringing about the Amiga Action offer, and give them your code. Credit card shenanigans will doubtless follow, at the end of which you will be given a unique code of your own which, when typed in, will "unlock" the game and allow you to play this platform treat.



gacy



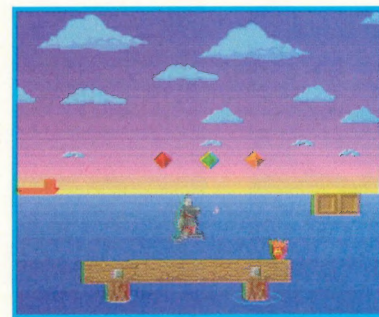
book is entitled:
concise history of Gilliards Rhine.
as text, diagrams, maps and pictures
ating to the village.

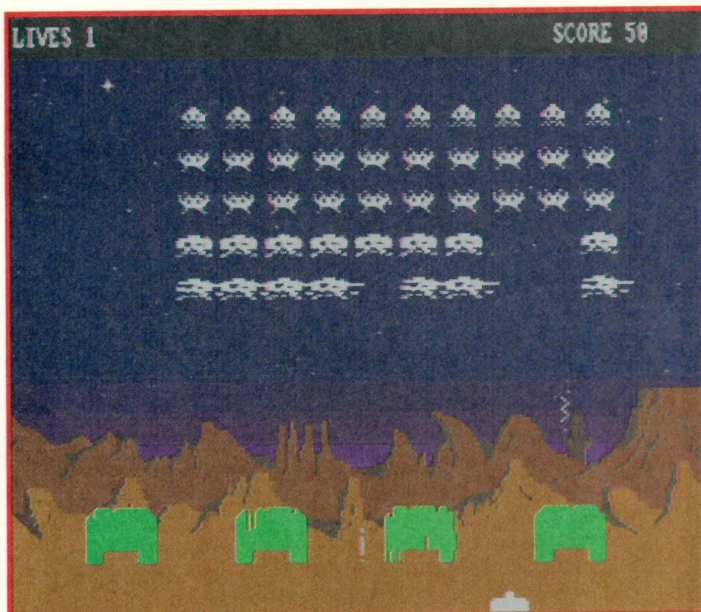
Harry the Haddock

Kevin Gallagher
(All Amigas)

After inserting Disk Two in the drive, select the appropriate Anumber and Harry the Haddock will load. Harry is a fish – a close relative of James Pond we feel – who spends his life on a beach-like world.

Unusually, for a fish, Harry dies if he comes into contact with water, and so it is very important that you keep him out of its wet clutches as you skip from platform to platform. Control is as you would expect – up to jump etc – and the very simple idea is to avoid seagulls and crabs, collect the food, gem and point bonuses, and generally make your way through the levels. Be warned: You have three lives but the baddies are very unforgiving, and it only takes one hit from them to take one of your lives away. Got that? Good.





Space Invasion 2

Kevin Gallagher
(All Amigas)

Look... what could you possibly want to know?

Galaxy Wars

Kevin Gallagher
(All Amigas)

Another classic conversion of old, and one that most of our over 20's readers will no doubt remember. Galaxy Wars, for reasons best known to itself, has you purposefully aiming at the alien spaceships as they fly across the top of the screen unloading their cargo of bullets.



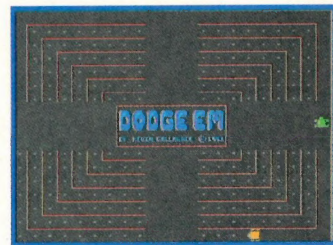
Your ship begins at the bottom of the screen on a trolley of sorts, and before you reach the aliens you must first negotiate your way through a meteor field. You do this by moving left and right in the standard fashion and by tapping the fire button to thrust your way past danger, always remembering to look out for the bullets from above. Once you are within range of the alien ships, use your control and thrust to hit them dead on, hopefully destroying them all and thereby earning your passage through to the next level.

Dodge 'em

Kevin Gallagher
(All Amigas)

Dodge 'em is a ludicrously simple idea and a conversion from an old arcade game, the name of which escapes our memory at present. You control a car around a layered square track, travelling in the opposite direction to a similar vehicle which is hell bent on your destruction.

Four gaps in the track allow both you and the computer controlled car to switch places – necessary if you are to survive – and a simple press of the fire button will speed you up considerably. It all starts very simply, but once you get past level one you'll find that more enemy cars appear. Dodge 'em and you carry on. Lurch into them like some sort of spoon and it's game over my son!



Kev Gallagher is an ultra-keen programmer who unfortunately spends more time on his hobby than he would like, due to the UB40-like predicament he finds himself in. So, if you are the boss of Ocean, or say, Core Design, or Gremlin – anyone really, then:

- What the hell are you doing reading this filthy rag? and
- Couldn't you use an extra pair of hands in the old programming department?

If you reckon so, then this is where you'll find him:
24 Bramhall Street
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MICROPROSE

HUMOROUS BEAT'EM-UP...MOUSE REPLACEMENT.....

First word

Hello, Notice anything special about the cover this month? Do you, hmm? Do you? Hmm? Hmm? That's right, there isn't one! And why? Because it's an absolute game bonanza once again, with two of the finest demos you're ever likely to come across, plus some excellent and exclusively programmed arcade games, PLUS the chance to have a full game for next to nothing! Eight nicker, to be precise. But it's all for charity! Well, some of it is.

And say for example that you're the world's most miserable person and this doesn't sufficiently impress your Amiga cravings, then the exclusive Turbo Trax review, exclusive Speris Legacy preview and all manner of other delights should just about damn well set you right. Ahem, party on...

PAUL

Brutal Beat'em

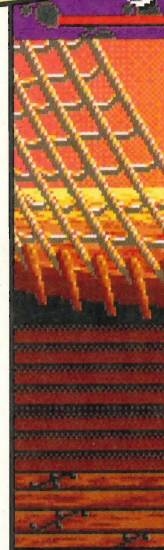
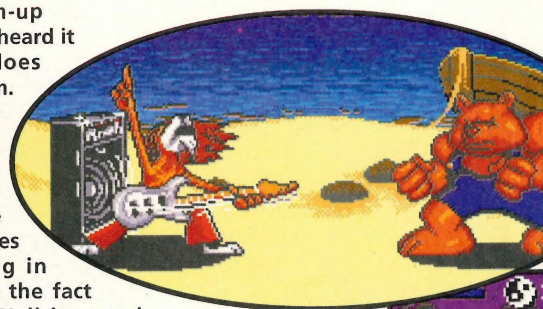
Brutal - Paws of Fury is a beat'em-up with a difference. We know you've heard it all before, but this time there does seem to be some substance to the claim. For a start, it has a distinctly cartoony feel, and according to Gametek, it has a humorous element unrivalled by any other beat'em-up. This hilarious side to Brutal is derived from the game characters being seen to take themselves very seriously indeed, and behaving in extremely self-important ways despite the fact that they are just cartoon animals. Well it sounds hilarious to us anyway.

Brutal also has a moral message, albeit a subtle one, and it's hoped that this should help appease the 'anti-violence lobby' who Gametek feel are currently knocking the video games industry at every available opportunity. They hope that players will benefit more from identifying with 'Kung Fu Bunny' and his quiet wisdom than from the bloodthirsty characters in current beat'em-ups which are a concern to many parents.

Brutal will have real depth of gameplay (according to the publishers), enhanced by the ability to qualify for fighting belts of higher rank as the player progresses through the game. Enhanced fighting abilities will give the player a greater array of combat moves and special abilities.

The game is based around a contest staged every four years by the Dali Lama who travels the world searching for the greatest warriors. He judges them not only on their martial arts prowess, but also on how much of the warrior spirit they truly possess. They are all invited to his peaceful island where they compete against each other to decide who is worthy to wear the coveted 'Belt of Heaven'.

The game features a host of innovative features including instant replay and a tournament system, and as it should see the light of day sometime in April, beat'em-up fans should begin licking their lips with anticipation right away.



The Light Fantastic

If you fancy blowing some money on a 'hi-tech' gadget then the Trans-Cam Corporation have a couple of items that might just tickle your fancy. First up is a light pen for the Amiga. In case you've never experienced such a device before, what it basically does is replace your mouse with a pen type implement. Instead of moving a mouse around a mat you point your pen at the screen and move it around to control the cursor.

This is all well and good if you want a bicep like a Gladiator from constantly raising your arm, but here in the office we'll be sticking to a trusty old mouse, certainly for playing games anyway. Graphic artists might gain some advantages from it though.

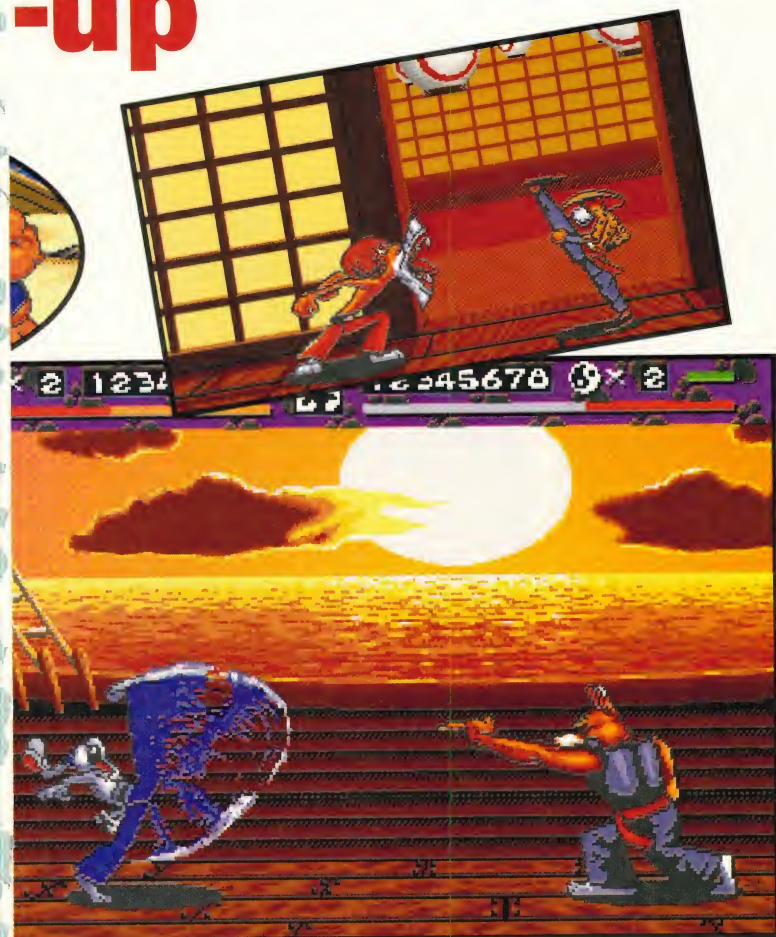
The best thing about the light pen is the price. Less than £40 is all you'll have to pay to revolutionise your computing, and if you want any more information or exact details of price and where to acquire one of these hi-tech items, give Trans-Cam a call on 01903 884662.

Also from Trans-Cam and retailing at the same price is something that may interest the gamesplayer a lot more. Phazer! is a high quality light gun that comes with three of its own specifically designed games, Orbital, Destroyer and Skeet Shoot. You can test your new purchase on these programs with the option of buying further specifically written software at a later date.

We're unclear about compatibility with commercial games, but it's unlikely that anyone would release a light gun that only worked with their own software. Once again, if you want any more information, give Trans-Cam a call on the above number.

HUNTER PREFERS PEPSI...GREAT CHEATS BOOK

-up



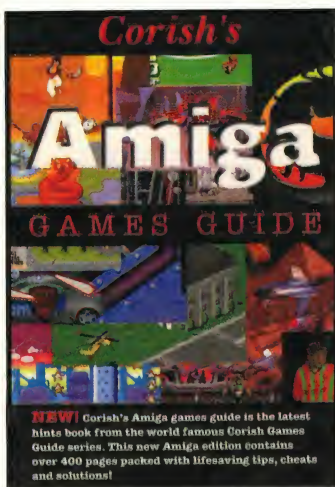
Little Black Book

We must get literally hundreds of phone calls a month from readers desperate for help with some game or other. In fact we get so many that it has become practically impossible for us to help you out and produce this wonderful magazine each month. But thankfully, help is at hand.

A handy book has just been published which will hopefully help out readers who have come to something of a dead halt in their favourite games, and as far as we're concerned, it is actually quite good.

Corish's Amiga Games Guide features hundreds of solutions, tips and cheats for some of the most popular games ever. This book will be a Godsend for just about everyone who has ever got stuck in a game.

The only criticism we can come up with (it took us quite a while), is that it's perhaps a little overpriced at £13.95. Still, you can't have everything. Anyway, the Amiga Games Guide should be available now at all good bookshops and computer game emporia.



Shadow Fighter on Tour

Sheffield's magnificent out-of-town-shopping mall-type-thang Meadowhall Centre was packed to the rafters one Saturday in February when Yorkshire's very own Gremlin Interactive staged a major marketing event to herald the launch of their epic new beat'em-up, Shadow Fighter.

Roping in the ludicrously muscled Hunter from ITV's Gladiators to attract the kids, the top dogs at Gremlin were overcome with excitement following the publicity bonanza.

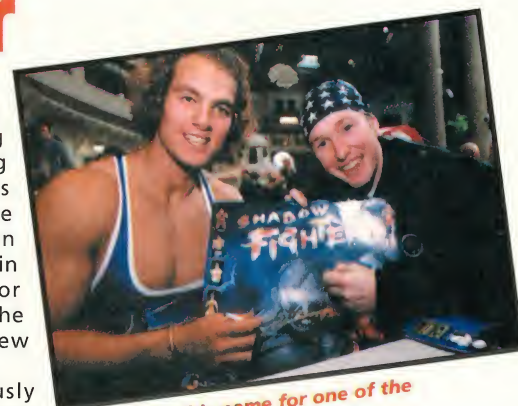
"The success of this event has surpassed all our expectations," said an obviously delighted Steve McKevitt, Gremlin's PR Manager, who had managed to drag himself away from an important Wigan Athletic fixture to attend the event.

"It's a credit to the popularity of the Gladiators and the quality of Shadow Fighter. It also shows that there's still a great deal of interest in the Amiga platform – certainly a lot more than some people seem to think. We've proved that Amiga sales can still justify investment in major titles."

Mark Mattocks, Marketing Manager, confirmed that this was good news for the Amiga, "It's fantastic when a promotion goes as well as this one has. This is the kind of event that you'd normally associate with a console product, but we felt that maybe people have been a little quick to dismiss the Amiga."

"Initially we were looking at this as just a one-off, but in light of today's success we are seriously considering taking it nationwide. You can look at it as confirmation of Gremlin's continued support for an incredibly popular platform."

So, make sure you keep your eyes peeled. Next time you're casually strolling through your local shopping centre trying to look all hard and taking sneaky puffs from fags which you nicked from your mum's handbag, you might come across a similar event.



Hunter signs his name for one of the excited children at the event

STREETFIGHTER MOVIE...CONAN...COMMODORE

Streetfighter - the movie



Twelve Allied Nations troops were killed today and 63 relief workers were captured and are being held hostage by renegade warlord General M. Bison, as fighting intensified in this nation's seven-month-long civil war. Three other Allied Nations officers are reported missing. In the wake of the fighting, Bison issued word that the kidnapped relief workers, whose location is presently unknown, will be killed in 72 hours unless he receives 20 billion dollars. Colonel William F. Guile has taken command of the Allied forces. At the time of writing, Guile's troops have secured the Southeast Asian port city following the latest attacks...

Yes, if you're a Streetfighter fan then this is the film that will fulfill your wildest dreams. Jean Claude Van Damme flash-kicks his way to

victory as Colonel Guile, Raul Julia romps around in a skin-tight leather jumpsuit acting out the devilish demands of General Bison, and Kylie Minogue kicks ass in a pair of Cammy's spandex slacks. What more could you ask for? Well, a plausible storyline might help things, but hey, this is Hollywood!

It's an action packed, special effect-laden fistfest of the highest order and should wet the pants of any self respecting Streetfighter addict. A perfect tongue-in-cheek family movie that will no doubt appeal to the games playing hordes as well as anyone with a passion for action movies. Streetfighter - The Movie is released in the UK on May 19, and is distributed by Columbia Tristar.

Conan news

If you've flicked through the magazine already, you'll probably have noticed this month's lead review - Turbo Trax by Arcane Software. Now these guys aren't putting all their eggs in a solitary basket. In fact they've got a couple of equally impressive efforts on the cards, but for now we'll concentrate on Hyboria - Conan the Conqueror. This is a

pretty big licence, and the storyline follows on from its predecessor, Conan the Destroyer.

An awful lot of hard work has been put into getting the graphics just right, in order to provide the atmosphere that this type of game requires.

As you can see it utilises a sort of isometric view with you controlling big, bad Conan as he rampages his way around killing hordes of evil things, probably.

It's being coded by Monoceros Design of Finland, and was only been signed up by Arcane a couple of weeks ago. Work started back in November and hopefully it'll all be completed in time for a release in May.



We'll have a lot more on the game for you next month, when we hope to bring you a full preview. One thing we're sure of, with Arcane being the sticklers for quality that they are, is that Conan the Conqueror will live up to all our expectations.

Something else to look out for is an exclusive Conan comic strip drawn for us by one of Arcane's artists, which will hopefully be starting next issue.

Nothing Doing

Amiga Action can exclusively reveal that nothing whatsoever is happening in the Commodore buyout situation. Still.

Player Manager 2



Six years ago, Anco had a massive hit with Player Manager, which was a pseudo follow-up to Kick Off. For those of you who aren't old enough to remember, it was the first game to ever really allow you to both play and manage a team.

Something else that had never really been attempted before was the innovative feature that allowed you to control just one of your players, get into position and let the computer play as the rest of the side.

Now Player Manager 2 is just around the corner and will feature stuff like coaching, transfers and, well, basically everything else you would expect if you ever played the first one.

Once again the option is there to play as the whole side or just one team member, and you play the full games - we assume with the Kick Off 3 engine.

Steve Screech (the man behind Kick Off 3), is responsible for this, and it will be interesting to see how it all turns out. Watch out for the game in your shops by mid-April, and all being well there'll be a review pretty soon.

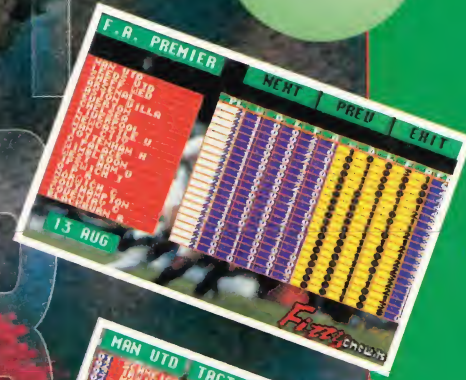
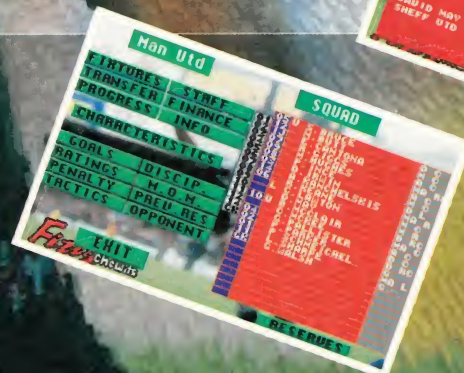


ALTERNATIVE SOFTWARE'S

**"BIG MATCH
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FULLY
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STEREO MUSIC
AND SOUND
EFFECTS"**

**"THIS WILL
DELIGHT
FOOTBALL
FANS
EVERYWHERE!"**

A collage featuring a soccer ball and various national flags, with the text "TRACKSUIT MANAGER" overlaid in large, bold, white letters. The background is a mix of colors and patterns, including a soccer ball and various national flags. The text "TRACKSUIT MANAGER" is written in a large, bold, white font, with the letters slightly overlapping the background images. The overall style is vibrant and energetic, reflecting the theme of the article.



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SEASON STATS.
TRACKSUIT
MANAGER
WILL PUT YOU
INTO THE
HEART OF THE
ACTION."**

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What the press said about Tracksuit Manager....."The best ever football managerial game ever, in the history of the world, no messing, very impressive." • "T.S.M. is one of the best games I have ever played." • "I am amazed at this one, someday all footy games will be made this way." • "T.S.M. is the most playable game of its genre, one of the most fun, compelling exciting and addictive games I've ever played!" • **Wow! Now here's Tracksuit Manager 2 - and it's better still - in fact it's the BEST!**

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- **KEEP AN EYE ON THE JOB NEWS FOR VACANCIES AT BETTER CLUBS**
- **ARRANGE PRE-SEASON FRIENDLIES TO GUAGE THE STRENGTH OF YOUR SQUAD BEFORE THE SEASON STARTS**
- **SIGN A PLAYER ON LOAN OR LOAN A PLAYER TO ANOTHER CLUB**
- **EXCITING IN GAME COMMENTARY**

This product is not endorsed by any football authority, official, team or player.

TITLE

If after FIRST trying your local computer software retailer, you still have any difficulty obtaining our products then please send a cheque or postal order payable to Alternative Software for price plus 85p P+P (UK mainland) with the completed form stating format & computer, to the address stated, or telephone our CREDIT CARD HOTLINE (open 10am to 5pm Mon. to Fri.) on 01977 780767.



Can it really be over a year since we last spoke to David Braben about his forthcoming masterpiece, *Frontier*? Well, yes it can. So, we thought it was high time we sent STEVE MCNALLY along to satisfy your (and our) curiosity about what is, unofficially, *Elite III*



The very final fro

David Braben virtually went it alone in producing *Frontier*. He took what was nothing more than an idea and singlehandedly developed, designed and coded what turned out to be one of the best computer games of all time.

Admittedly it took him nearly 10 years to complete, but nevertheless he did it on his own, and in anyone's book that's something to be proud of. *First Encounters* is a somewhat different story. Being one of the most experienced and respected programmers in the business, David seems to have decided that he can begin to leave the donkey work to others and concentrate more on the development side of things.

I asked him just how many people had been involved in the project.

"I set up the company 'Frontier Developments Limited' at the beginning of February 1994, with three people working on the development of *First Encounters*. Since then we have grown to a total of nine programmers, developers and writers."

Does this mean that you now just walk around the office telling others what to do?

"Hardly! I seem to be working a seven day week! It's just the same as it was when I was on my own, but now I have to sort out eight people's problems as well – life is even more complicated. Once *First Encounters* is complete, I hope that I will be able to spend more time on producing game ideas and less time staring at lines of code on the screen."

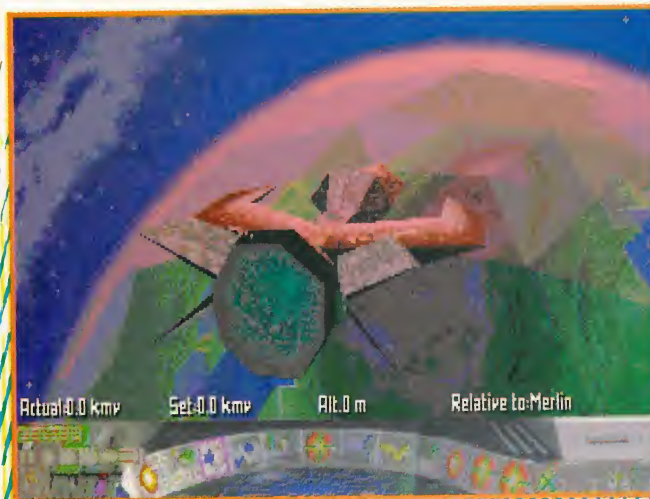
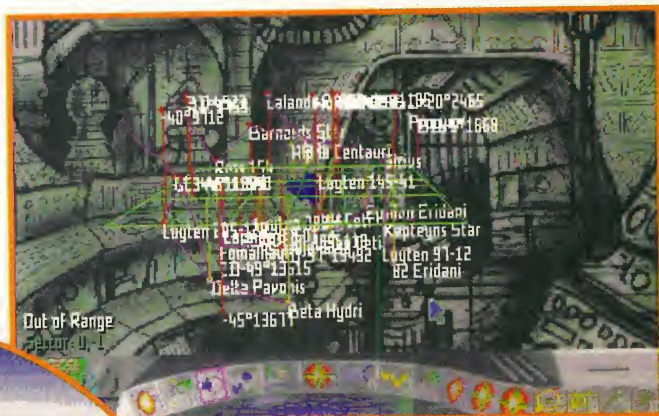
There's dedication for you. Having written two of the most successful (not to

mention money-spinning), games in history, the last of which took an inordinately long time to complete, no-one would have blamed David if he'd decided to take a well earned rest. But no, within weeks he's back at it again, programming away.

When did the idea for this new game come about?

"Many of the ideas for *First Encounters* came about during the development of *Frontier*. Having the ideas is not the problem, it's finding the space and time to make them happen that is more difficult. *First Encounters* is a huge step forward in terms of graphics and gameplay."

Okay, obvious question time. **What are the differences between *Frontier* – *Elite 2* and *Frontier* – *First Encounters*?**



Left: David Braben, the man responsible for giving hours of pleasure to millions of people. Above left: One of the major features of First Encounters is the inclusion of detailed planet surfaces, each with its own unique map of streets and buildings.

Above: Your ship orbits one of the re-rendered planets in the game.

Top: The map is as packed as ever as the game features literally millions of different planets all packed on to two (or possibly three) disks. Top right: Looking down on your spaceship is a highly impressive sight. Hopefully the Amiga version will look almost as good.

Frontier?

"There are significant changes in First Encounters in terms of both the look and the gameplay, although the core of the game remains the same, ie the player has access to a virtually infinite galaxy and they have full freedom to do as they wish at every step. We have tried to avoid creating the kind of game where the player's options are limited.

"The first and most obvious changes in First Encounters are the graphics – everything is texture mapped to make it more realistic. The planets are now fully mapped out so that there are bays, inlets, mountains, cliffs, polar ice-caps and deserts that the player can explore, and each world is different. The ships, the cities and the orbiting space stations have all been re-rendered to make them more spectacular.

"In terms of gameplay, the politics of the First Encounters game world are more intricate than Frontier, and the player is given a greater opportunity to participate in the events going on in the galaxy.

"There are five on-line journals available at the space ports, and provided the player subscribes to these, they will be able to read updates on all the most important galactic events. As the various mission sequences unfold, they may (if they choose to participate), also be able to read of their own involvement, either as hero or as intergalactic outlaw.

"Galactic politics have also progressed in First Encounters, partly because simple polarised systems almost always break down, and partly because the general terra-forming projects continued making more inhabitable worlds far away from the old political centres of power. Besides, there's always someone who wants to rule in their own way.

"So, now we have three main powers – the Federation and the Empire are still going strong, but they now have a new power, the Alliance of Independent States, to contend with. This power has a genuine democracy and is more likely to foster exploration and fund visits to alien systems.

"Technological improvements have continued at the same rate as political advance, and there are all kinds of new ships, weapons and labour saving devices. You will be given a new ship which is quite different inside to the old Eagle Long Range Fighter – it has an ergonomic console and a carefully hand-crafted interior.

"The ship controls are arranged differently to make life safer (or more dangerous, depending on how you use it). There are also

a number of ships and items of equipment that are only available as a result of taking on (and, in one case, successfully completing), a complex sequence of missions."

"I'd heard a whisper that Danny Flynn, acclaimed artist in the science fiction, fantasy and horror arenas (and friend of Amiga Action), has been commissioned to do some work within the game. So, I decided to ask David how he'd come to work with him, and in what ways he was participating.

"Danny has been designing ship interiors for us. We very much wanted to get away from the 'designed on a computer' look for the graphics that seems to label so many games these days.

"Danny has been here several times to look at the game and has designed a set of spectacular ship interiors (including an alien one), to go with the various classes of ship. The players now have the feel of sitting at a desk inside the ship, looking at a head-up display projected on space in front of them."

Is that it then? Can we expect another follow-up or have you finally run out of ideas for the project?

"I doubt if we'll ever run out of ideas. Whether they happen or not is entirely another question, and we'll have to wait and see how First Encounters goes."

If the success of this is all that's holding back production of yet another game in the Elite line, then there can be little doubt that we won't have long to wait before another chat with Mr. Braben is called for.

In the meantime we'll just have to satisfy ourselves with First Encounters and hope that it lives up to the expectations of a nation – although I don't really think we've got a great deal to worry about on that score.

Charts



CHARTS COMPILED BY
GALLUP

Full Price

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	SENSIBLE WORLD OF SOCCER	RENEGADE	£29.99	SPORTS SIM
2	2	MORTAL KOMBAT 2	ACCLAIM	£29.99	BEAT'EM-UP
3	3	CANNON FODDER 2	VIRGIN	£29.99	ARCADE STRATEGY
4	4	ALADDIN	VIRGIN	£29.99	PLATFORM
5	5	BEAU JOLLY COMPILATION	VIRGIN	£34.99	ER, COMPILATION
6	6	FOOTBALL GLORY	BLACK LEGEND	£25.99	SPORTS SIM
7	8	PREMIER MANAGER 3	GREMLIN	£25.99	SPORTS SIM
8	7	ALIEN BREED: TOWER ASSAULT	TEAM 17	£26.99	SHOOT'EM UP
9	9	SKIDMARKS	ACID	£25.99	RACING
10	11	SHADOW FIGHTER	GREMLIN	£35.99	BEAT'EM UP

X-IT



CANNON FODDER 2



11	⊕	DAWN PATROL	EMPIRE	£34.99	FLIGHT SIM
12	13	RUFF 'N' TUMBLE	RENEGADE	£29.99	PLATFORM
13	★	ON THE BALL: LEAGUE EDITION	ASCON	£29.99	SPORTS SIM
14	17	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE STRATEGY
15	12	KICK OFF 3: EUROPEAN CHALLENGE	ANCO	£29.99	SPORTS SIM
16	16	CHAMPIONSHIP MANAGER	DOMARK	£29.99	SPORTS SIM
17	★	FIELDS OF GLORY	MICROPROSE	£39.99	STRATEGY
18	15	SOCCER KID	KRISALIS	£24.99	PLATFORM
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20	⊕	X-IT	PSYGNOSIS	£29.99	PUZZLE

★ = RE-ENTRY ⊕ = NEW ENTRY

Action reviews ▶

Who says the Amiga's dead? Not with a top quality line-up like this it isn't. And we are unanimous in that



CD32

Every game in Amiga Action is given the mark we feel it deserves.

Computer games are

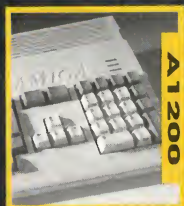
entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon

in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for

is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it

doesn't we'll save ourselves the trouble and not bother. Make sense?



A1200

My, this is hard to read...



Turbo Trax P16

No sooner is ATR on the shelves than this comes along and tramples on it

TFX p24

Can it be true? Dare we hope that TFX is finally ready? Turn to page 24 to find out!



Extractors p27

Diggers shmiggers! Who needs an old game when Millennium have come up trumps again with a superb chart topping sequel!

ITS Cricket p23

It certainly is, but is it any good? Grandslam certainly think so, but what do we reckon?



And the rest...

PM3 Multi-Editor p30

Akira p28

Dragonstone CD32 p33

Shadow Fighter

A1200 p32

ACTION REVIEW

RACING



Turbo



It's a bit slippery out there. Some better tyres wouldn't go amiss

Your Indycar screws around the track at breakneck speeds



Yet another overhead racer hits the streets, this time courtesy of Arcane. **PAUL McNALLY** is the lucky soul who finds himself strapped into the hot seat

Trax

Arcane Software isn't a name that rolls off the tongue just yet even though the chances are you've seen some of their work already. You see, prior to the Turbo Trax project, these guys have been responsible for the graphics and intros of several major games. The graphics on Dragon (a console beat'em-up) were down to Arcane, as were the graphics on Birds of Prey and numerous other titles. Remember Desert Strike? Arcane created a stunning intro for that, but unfortunately nobody ever saw it because it was too large to fit on the disks. As far as Amiga work goes, they've been there and done it all. All that is except for coding an actual game.

Always eager to right a wrong, Arcane Software have been busy beaver away for the past few months in a bid to break their coding duck. Turbo Trax is the fruit of their hard labour and they've gone all out to beat the best of the overhead racing bunch.

To my mind, ATR from Team 17 (reviewed two months ago), has been the best example of this type of thing, but Turbo Trax is all set to knock it off its perch in both the graphics and playability departments.

During its development time, the project has undergone several major changes. Perhaps the most significant of these has been the way the car moves about the screen – an

This is your baby. The artists at Arcane have spent hours on some screens



Collecting the spanners on the track will improve your current damage stats. Get too badly damaged and you're in trouble



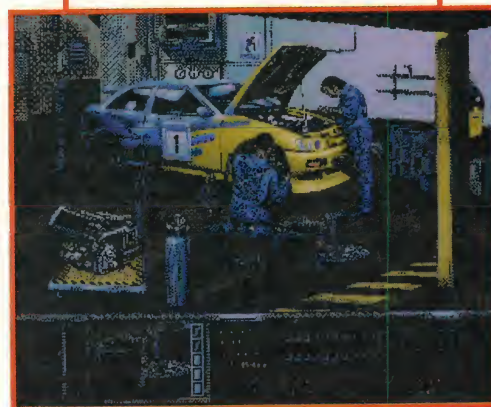
alteration that has only been made within the past couple of weeks. Without getting too bland and technical, suffice to say that you never lose track of your car and you can always see far enough ahead to be able to plan your next move, even if you have to do it all very quickly.

DJ Traxx

Another key change has been to the traction of the car, which Arcane seem to have balanced out quite realistically. Corners can be skidded round and the noise that this produces is suitably loud and annoying. You really feel as though you can slam into the bend, and with a touch on the brakes pull out without spinning to your doom.

A racing game is only as good as the tracks you must hurtle round, and Turbo Trax provides 25 of these. They are ever increasing in difficulty

The shop is a good place to get those extra boosts you may need





and cover five different scenarios including Indycar, Forest, Snowscene, Desert and finally the awesomely tricky City. You'd better be good by the time you get this far or you really are going to crash and burn big time because the roads are quite narrow and there are a large number of objects to avoid.

Each scenario consists of five tracks, but before you can expect to get very far you'll have to pay a visit to the shop. There's nothing tremendously

Whoops,
the
cornering
needs a
little
work

new here, but it is presented in a much better way than in most other similar offerings. Turbos, brakes, engines and tyres can all be purchased and upgraded providing you have got the cash, but the only real way to get this money is to win races in the first place! Tricky predicament eh?

A quick glance around these four pages should leave you in no doubt about the quality of the graphics that TT has to offer. A lot of attention has been put into the sprites (as well as the maps and scenery), to make Turbo Trax look as realistic as possible, regardless of what type of Amiga you're using. Obviously if you have a 1200, things will be a little better (see Differences box), but this takes nothing away from the basic version.

While on the subject of graphics, one other point to mention is that one of the screens you will come across later on in the game calls for a drawing of a scantily clad young lady to appear next to a car. Nothing new there you might be thinking, but there's a story behind this that you may be interested in.

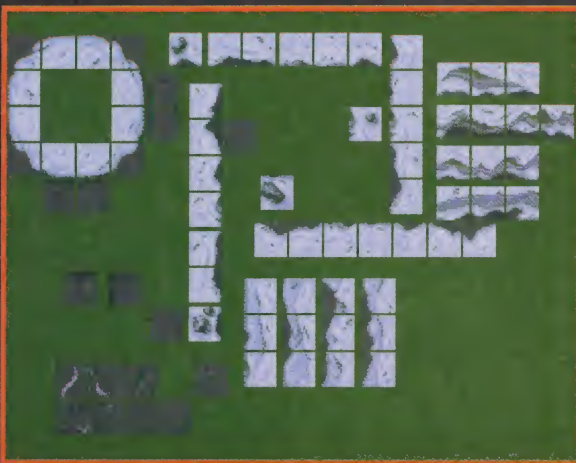
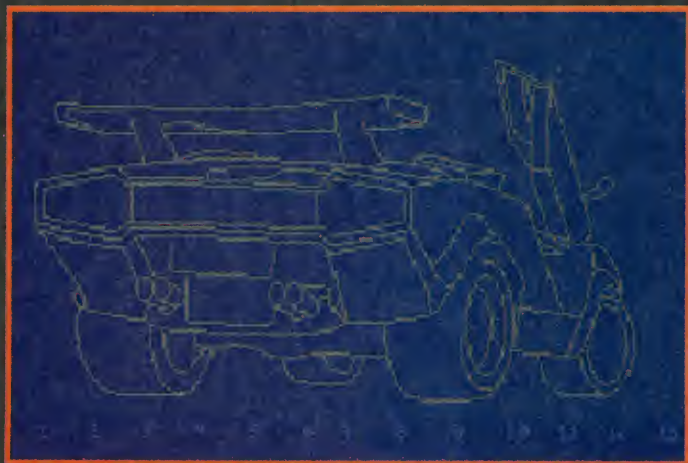
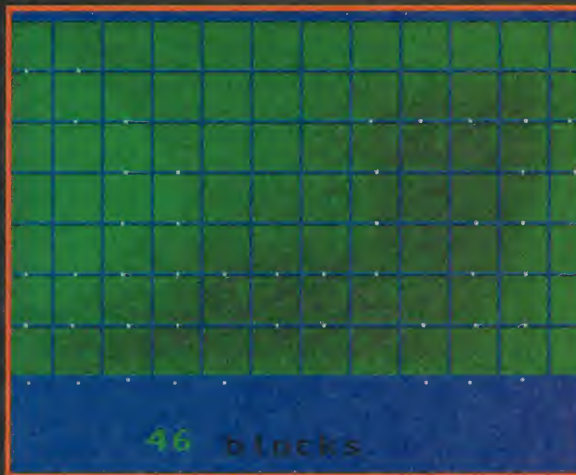


And they're off.
The next few
laps will
separate the men
from the boys

A model was needed so that the artists could make the drawing as realistic as possible, but no buxom beauty was forthcoming in

offering her talents (that's not too surprising as anybody who has met the team at Arcane will testify). So, one of the artists went to his extensive er, 'adult' video collection, and after several vision impairing hours/days spent researching this important project, he managed to find an image of an 'actress' that he would be able to use as the subject for the woman in the game.

Now how do they do





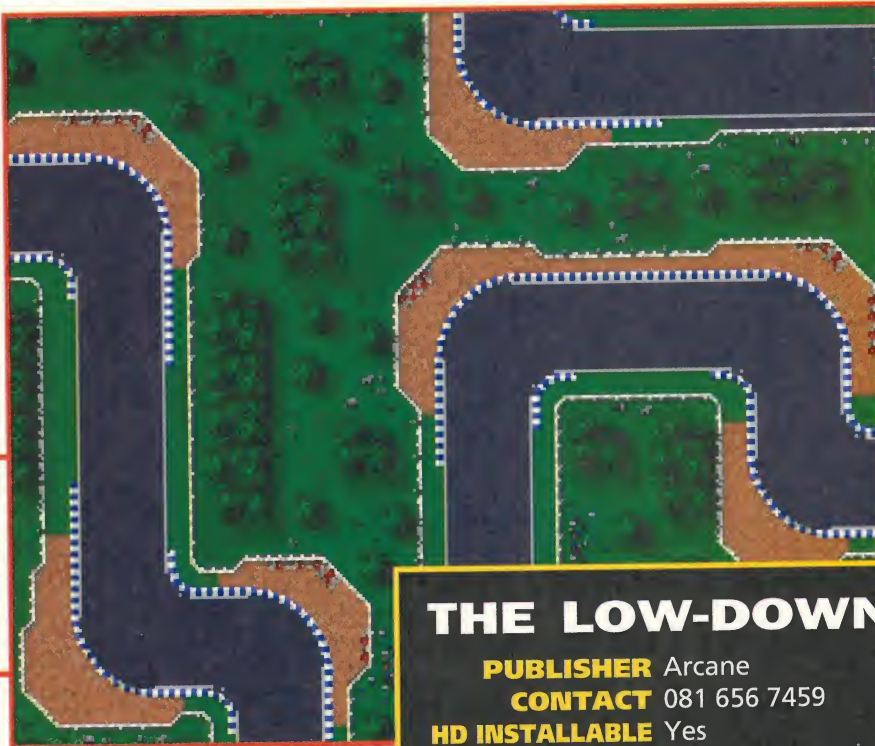
The city scenes are by far the toughest, with extremely tight corners and roundabouts to avoid at all costs

Far be it from me to suggest that people who make computer games don't get out enough and that none of them are sure what a real woman looks like. Oh no, not me!

Ahem, anyway, the pretty graphics aren't Turbo Trax's only selling point. Good music and special sound effects all add to the recipe, but the main scoring points are the playability and the ease with which you can get into it – all you need is a joystick and a bit of gaming talent. Anyway, give it a try on the coverdisk. **A**



Here's a bit of the Indycar circuit cunningly linked together for your convenience



o that?



Like most games these days Turbo Trax has had its fair share of problems during its development. Initially it was planned to be ready in time for Christmas, but that didn't happen. Fortunately, this has turned out to be a good thing, as there has been quite a bit of overhauling in the last few months of production.

Steve Isles, the top bloke at Arcane, has spent ages with his lads coming up with the map designs for each of the 25 levels. The idea was to make them last about 20 seconds per lap, forcing you to really concentrate instead of just mindlessly screaming around a small circuit. This was one of the trickiest tasks of all, because getting everything just right is the difference between an excellent game and a good one.

As you can see from these development screenshots, all of the levels have been built up from individual blocks, which as you can imagine, looks like being a bit of a pain to say the least.

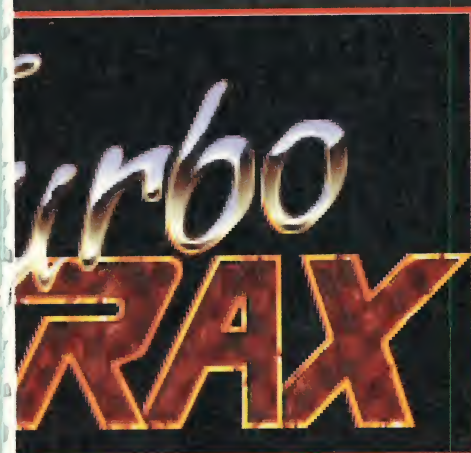
Musically a lot of effort has been put into making the six pieces of music sound exactly right for the stages that they represent. Tweaks were being made right up until the last minute so that absolutely everybody was happy.

As far as the other sound effects go, a lot of clever programming techniques have been utilised to allow effects like the speech to be loaded into memory, used and then dumped quickly. This allows the game to run as quickly as it possibly can, whilst using the machine's maximum capabilities at the same time.

When I first saw the game six months ago it was using a completely different playing system to the one in operation now, but almost constant playtesting by Arcane has allowed this to be perfected.

With the inevitable success of Turbo Trax ahead of them, Arcane are looking for new products to sign up and develop. If you have any ideas or a game of your own, why don't you give Steve Isles a call on 081 656 7459. Now here's a list of all the people who count in case you were wondering!

Design: Steve Isles, Mark Wortham, Kevin Williams
Graphics: Mark Wortham, Mark Healey
Programmers: Peter Ivey, Francis Lilley
Music: Adam Pracy
Sound FX: Anthony Putson
and many others too numerous to mention.



THE LOW-DOWN

PUBLISHER Arcane
CONTACT 081 656 7459
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	87%
SOUND	88%
PLAYABILITY	92%
DIFFICULTY	Variable

I never really liked overhead racers until both Roadkill and ATR came along. Then, after experiencing both these games, I was really looking forward to Turbo Trax. Thankfully it's turned out really good, which makes my job a lot easier. You can always see the road so you know which way to go, but this doesn't mean that winning a race is simple. The graphics and sound are excellent and Arcane are to be commended for constantly improving the game despite all the hassles that delaying its release must have caused. Turbo Trax comes highly recommended.

REVIEWED BY CHICKEN

SECOND OPINION

Er... this is great. It's like... ah, that other one that was out in the shops before, only better. Um... I like the bit where you go round the track really quick and, er, you're in the car. "You haven't seen it Paul, have you?" "Er... no."

OPINION BY PAUL

DIFFERENCES

The A1200 version has been completely redone, and the graphics look much nicer thanks to use of the full colour palette. Bitmaps in between sections are also in AGA and it looks much better as a result.

OVERALL SCORE

92%

ARCADE GAMES

- [] Automobiles**
2957 A pretty good multi-player car game that is actually trying to be like the excellent Skidmarks.
- [] Bandit Mania**
913 This disk is for all you fruit machine freaks out there who check away a fortune on these machines. There are three free ones on this superb disk.
- [] Doctor Strange**
2012 An old platform game completely revamped for the Amiga with beautiful graphics and sound effects of playability.
- [] Extreme Violence**
1321 An immensely playable and funny 2 player chess card game with big gms game. A classic!
- [] Firefly**
2065 A cracking shoot-em-up which is pure blasting fun, and is very well produced.
- [] High Octane**
680 This is a brilliant over head 1/2 player car race which features missiles, mines and plenty of skids all over the shop.
- [] Kung Fu Charlies**
1138 This is a really cute and fun platform game with a bit of bopping and kicking. Good for kids.
- [] Last Refuge**
1035 A new slant on the old invaders and Galaxians style which proves a tad too fast on a 1200.
- [] Martial Spirit**
180 (For Amiga 1200 only). A pretty nifty shareware beat-em-up with nice graphics and playability.
- [] Megablock 2**
2741 One of the best Tetris clones around with plenty of new features including bombs.
- [] Mental Image 2**
1844 A collection of three very good games which include a fruit machine, a platformer, and a mind bending puzzle.
- [] Overlander**
2157 This is the newest version of that arcade classic Moon Buggy which is still very frustrating.
- [] Megaball AGA**
842 (Amiga 1200 only) A thoroughly excellent breakout style game with tons of levels and plenty of neat picks ups to be had.
- [] Motorola Invaders 2**
1551 (2 DISKS) Amiga 1200 only. This is a simple invaders game with a huge rock arthor to listen to while you play.
- [] Mutant Games I**
81 This compilation disk features TEN classic old games for you which should bring back a few memories for those over 21's.
- [] Nanofly**
1441 Is a simple action/strategy type game with a little fly thing. It sounds silly but it's addictive.
- [] Olempiad**
84 (2 DISKS) The Lemmings enter the Olympics in this simple but amusing little offering.
- [] Outpost Solo Assault**
1254 (Amiga 500 & 1200 only) A

ADVENTURE AND THINKING GAMES

- [] 3D Games Series**
849 This great disk features three very good 3D games created with the 3D Construction Kit. Two of the games are quite deep adventures.
- [] Black Dawn 2**
730 The shareware follow up to the original, some how managed to push the game even further.
- [] Colonial Conquest 2**
1970 Probably the best Sim/strategy type game on the PD scene to date. It's a huge planet developing and exploring and fighting master piece of a game, and that's final.
- [] Knights**
1098 Is an excellent 2 player over-head adventure game which features real time split screen action and a host of missions to complete.
- [] Black Dawn**
550 As for a RPG adventure, go this is one of the greatest and most popular to ever appear, and with good reason, it's brilliant!
- [] Little Wizards**
729 This brain strainer sees you as the master wizard from A to B. This involves some fast thinking and moving about to succeed.
- [] Sensitive**
2575 An old C64 classic action puzzle game that's not really too hard, it's still as frustrating as ever.
- [] Slamball**
1714 A sort of football management game that's not really football, if you know what I mean. Anyway, it's good and has all the usual features you'd expect of this genre.
- [] Starbase 13**
1213 (2 DISKS) The new classic point and click graphic adventure game which sees you trying to find out what happened to the occupants of the unlucky Starbase 13.
- [] Task Force**
2122 Miss be the best Space Crusade sort of game around. You must arm your crew with the various weapons and gadgets and then jump into one of the missions.
- [] Total War**
1043 Should be re-named Total Addicton really. It's a computer version of the classic Risk board game, and by cracks it is good!
- [] Watermine 1**
478 (Not Amiga 1200 As) Bouleclash games, go this one is pretty challenging to say the least.

SPECTRUM STUFF ASSASSINS COMPILATIONS

- [] Spectrum Emulator**
1446 This brilliant program actually turns your Amiga into a 48k Zx Spectrum. You can play any of the Spectrum games listed here, and you can even load up games if you have a sampler. Be warned you need an accelerated Amiga to really appreciate it such as a 1200 with fast ram or a 68030 processor. Otherwise the game will run, but very slowly, and almost unplayable really. You have been warned!
- [] Speccy Classics 1**
408 Includes "Splat", "Scrabble", "Hungry Horace", "Ground Attack", "Pumped Future", "Road Racers", and many more.
- [] Speccy Classics 2**
1499 Includes "JetPac", "Planetoid", "Astro Blaster", "Jumping Jack", "Scuba Dive", "Music Minor", "Trax", and yet more.
- [] Speccy Classics 3**
2993 Includes "Space Raiders", "Andromed", "Stunters", "Chequered Flag", "Chuckie Egg", and more things over.
- [] Speccy Classics 4**
468 Includes "Death Chase", "Pitman Seven", "Brick Lee", "Bugaboo", "Wizards Lair", "PSSST", "Valluuta", and even more.
- [] Play Spectrum**
591 Includes "Banana", "Quarzon", "Thru", "Beach Head", "Driller", "Paradise", "Dark Star", and oodles more.
- [] The Ultimate Games**
810 This is a must for anyone who ever had a real old Speccy. You see this disk contains the entire collected works of the fondly remembered Ultimate Play The Game who were a revelation in their day.
- [] Assassins 3**
104 Includes an old version of the excellent "Megaball", and a bang up-to-date version of the classic old "Panther" game.
- [] Assassins 6**
134 Includes a dicing game, a great Pacman clone, the excellent "Wellness", and a pretty old left Miner game conversion.
- [] Assassins 15**
2048 Includes the excellent 1/2 player 3D race and chase game "Rattle Can" which is great fun to play with a friend.
- [] Assassins 18**
826 Includes two wrinkle old classics, one of which looks remarkably like "Jet Set Willy" which should excite a few older users out there.
- [] Assassins 22**
1641 Includes the very addictive platform puzzle "Wizzys Quest", which really is a classic game.
- [] Assassins 25**
1406 Includes the best one yet. Possibly four PD classics. Namely "E-Type", "Hexmud", "Copper", and "Mr Wobbly". Miss these and you'll regret it.
- [] Assassins 36**
867 Includes "Dithells Wonderland", "Sub Attack", and a beautifully authentic "Donkey Kong" game.
- [] Assassins 49**
2086 Includes the two excellent platform games "Crazy Sae" 1 + 2, which should keep you quiet for a couple of hours at least.
- [] Assassins 51**
852 Includes the surprisingly good
- [] Assassins 183**
1140 Includes the commercial quality shareware action game "Operation Firestorm" which needs to be played to be believed.
- [] Assassins 184**
640 Includes a fun 1 player shoot and collect tank game, and a puzzle for good measure.
- [] Assassins 190**
779 Includes the un-missable 2 player shooter "Gravity Force 2", and a great 4 player bi-plane dog fight game which is great fun to play.
- [] Assassins 196**
2360 Includes a real 3D car race which will literally come on the screen if you wear those funny coloured glasses.
- [] Assassins 200**
1463 Includes the unlikely game "Puh" and a wacky multi player battleships game with knobs on.
- [] Assassins 206**
18 Includes a weird Tetris clone a Bart Simpson game and a conversion of the classic "Mined Out".
- [] Assassins 216**
1851 Includes a brilliant mines version of "Defender", and the un-missable "Black Dawn 94 Special Edition".
- [] Assassins 217**
2763 Includes a great overhead multi player car driving game which involves a lot of crashing.
- [] Assassins 219**
2494 Includes a brilliant 2 player dog fight game that has you piloting helicopters. It's brilliant fun.

MUSIC AND DEMO DISKS

- [] 9 Fingers**
383 (2 DISKS) Spaceballs follow on the highly amusing cartoon "The Art" which takes the whole thing even further. Get it now!
- [] Big Time Sensuality**
2215 (Amiga 1200 only) 2 DISKS. Recent graphics, accompanied by that classic song by Ricki, really set this demo aside.
- [] Divine Inspiration**
1525 (Amiga 500 only) The title of this disk is well suited as it features some fantastically good original music, which is quite exceptional.
- [] Earths Sorrows**
1264 (Not Amiga 1200) Nice art work
- [] Equipoise**
366 What appears to be a normal demo is lifted by the seriously funny original music. Yes I said original music. 12 Disc!
- [] Euro One**
2740 (Not Amiga 500) The fastest, hardest, flashiest hypnote rave disks ever. Do not watch this if you suffer from fits.
- [] Friday At Eight**
2034 (Amiga 1200 only) This is a disc 1200 demo which features great music, graphics and design. A real treat to behold and listen to.
- [] Full Moon**
1740 (Amiga 1200 only) 1 Fairlight music and graphic extravaganza which features a brilliant motion video sequence at the start.
- [] Love**
898 (Amiga 1200 only) 2 DISKS. Lovely demo, a few and for low cost, so make the most of this happy little offering while it lasts.
- [] Real**
2379 (Amiga 1200 only) One of the best 1200 demos to date. It features excellent visuals, funky music and a great 3D sequence.
- [] Smells Like Chanel 5**
68 (Amiga 1200 only) A classy 1200

- [] Techno React 2**
1117 Four absolutely astounding tracks on the disk of the self respecting Amiga though they aren't all Techno, but they're still damn funky. Stick it in and turn it up.
- [] Techno Tracks 2**
1664 A fantastic demo which features one of the most banging musical scores to ever grace your humble little Amiga. Just stick it through your HI-Fi and see.
- [] Techno Mania 2**
347 This is an all time classic. Amiga music disk which features a superb track of impeccably good quality.
- [] State Of The Art**
19 One of the best demos of all time. It features stunning video style visuals which are set to a good original dance tune. If you don't have it then you'd better get it.
- [] Technological Death**
609 (Not Amiga 500) One of the fastest demos around as far as jam packed five minute bashes.
- [] Techno Trance**
430 (Not Amiga 1200) The sounds of Kraftwerk are heavily featured on the excellent and quite original megamix.

ART AND ANIMATIONS

- [] 3D Picture Show**
1104 (Not Amiga 500) A slideshow of 3D rendered stereogram pictures for you to torment yourself with.
- [] Batman Slideshow**
2425 Some nice comic art here featuring the original Batman character, the sinister looking one.
- [] Daffy Loses His Head**
1588 An amusing little animation featuring Daffy Duck who just never seems to have any luck.
- [] Lemming Animation**
311 A cute little animation featuring everyone's favourites that's just a little bit sad really.
- [] NLP Rendershow**
2055 (Amiga 1200 only) 2 DISKS. Two disks full of superb HAM rendered pictures, which are a treat to behold.
- [] Revelations**
1146 A beautiful collection of fantasy art work that will put make you dovel over your keyboard.
- [] Savings**
112 An amusing copy of the National Savings advert which featured on the TV, with a surprise or two.
- [] Scan Is Lame**
2654 (Amiga 1200 only) 2 DISKS. This may be one of the best collections of hand drawn AGA art work. The pictures really are fantastic to look at.
- [] The Magic Factory 1**
719 (Amiga 1200 only) This disk contains some brilliant Star Trek pictures to really show off your 1200.
- [] The Magic Factory 2**
1717 (Amiga 1200 only) More here's colour Star Trek art work for you.
- [] Welcome to the Machine**
1094 A collection of three single screen perpetual motion animations of various contraptions. There's tons to look out for in each of them.
- [] Workbench 3 Screens**
863 Some very high quality background pictures for all you lucky workbench users. It even has a Windows style background - cheery.

The Easy PD Catalogue Disk

Our catalogue disk is probably the best ever. It is a simple but quite powerful and useful database program which has been written just for us! It features information on our full range of disks, including compatibility, how much memory is needed, and even a mini review of every title. All this information can be used by the program, so you could tell it to get rid of any programs that are not compatible with your Amiga, and any that need more memory than you have. Then you can tell it to only show the kind of disks you are interested in, such as games or music. It features a unique ordering system where the program will actually order the disks you want for you. It will even add up how much your order comes to! And of course it takes into consideration the lower prices for each disk with the more you order. As well as our PD database, you will have access to some useful text files if you happen to be a new Amiga user. To top this all off, the whole thing loads in one go!! No waiting around for each new section to load up. It's all there in your computers memory, all the time, which makes it instant. But the best thing of all is that this whole thing is absolutely free with your first order! Nice or what?



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High quality for starters. We may offer you low prices but they are not at the expense of quality. All our product is of the highest quality from the disks we use and the labels we stick on them, to the software on those disks and the first class service we offer. If you're a new or old Amiga user who is just a little unsure of themselves then don't worry because you are well catered for by us. We provide a simple help sheet and basic loading instructions for every disk we provide, and if that isn't enough you can always call us. Our aim is to be the best and most accessible shareware library in the whole universe, keeping things as simple as possible at the same time, as our name suggests. You could also include service with a smile, but you can't really see that can you?

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Then add 75p to the total amount for the postage and packing. European orders please add a further 10% to your total order to cover the extra cost.

HOBBIES-N-THINGS

- [] Animation Studio**
2406 This is an excellent animation creating program that is simple and quite educational to use, which gives a good insight into the techniques the pro's use.
- [] Artistix**
2397 This is quite simply the best shareware look art program you can get. It's simple to use, is absolutely feature packed with really useful things for kids to create their own master pieces.
- [] Calorie Counter Diary**
2315 This excellent shareware program can be a real help in planning a calorie controlled diet, whether you are wanting to gain or lose weight.
- [] Cheats !**
1598 This disks contains a mega amount of cheats, passwords and solutions to hundreds of the top games around.
- [] Code Mungus**
1456 (Not Amiga 500) Tests your knowledge of the highway code which should prove very useful if you are about to take your driving test.
- [] Dynamic Skies**
1512 This is the Amiga premier night sky viewer which is laden with facts and information which should be a boon to all astronomers.
- [] Gas Trick**
1269 Ever wanted to know how much your gas bill will be before you get it? Well now you can with this little gem.
- [] Inscript**
2663 This program provides a simple but effective means of producing video titles for any home productions you might be creating.
- [] Lyapunov**
939 This fractal generator produces what must be some of the most beautiful pictures to date. It even comes with a slideshow of examples to demonstrate for you.
- [] Pools Tools 2**
442 Give yourself the advantage when doing the pools, and possibly increase your chances of winning (a friver).
- [] Pro Gamble**
2322 Yet another shareware horse predictor. This one however is different from the rest, is easier to use, and apparently a bit more successful.
- [] Stitchery**
2218 If you're a bit of a cross stitcher as well as a computer user, then why not let your computer create some patterns for you from ordinary drawings of your very own.
- [] Tee To Green**
635 Any golfing fan out there will certainly want this brilliant program which will help you to keep all sorts of golfing information easily.
- [] X Beat Pro**
415 An excellent music synthesizer which is very useful to both professionals and novices alike. Comes with everything you need to get started.

SOME HANDY DISKS

- [] A1200 Hacks**
2007 (Amiga 1200 only) This disk has a load of useless but very amusing and quite friendly little tricks to liven up your workbench.
- [] Amiga DOS Tutorial**
1978 (Not Amiga 500) This is a really excellent tutorial for all you workbench 2/3 users out there who want to learn more about the commands you can utilize.
- [] Amos Eyes**
2767 This program allows you to create a good looking text files that can incorporate graphics to help liven up your presentation.
- [] D-Copy**
2582 Without doubt the best disk copier program around, and still the most popular ever!
- [] Image Studio**
2906 This is a thoroughly excellent shareware screen converter program that just oozes quality and ease of use.
- [] Lock Out**
653 This handy little program will provide you with simple and effective security on your hard drive, and so protect your private files from prying eyes.
- [] NComm 3**
45 This is the best shareware communications software you can get, so if you've got your modem then get this and get connected.
- [] Program Loader**
894 A nice program to make selecting programs from your hard drive as simple and fast as possible by creating a user friendly menu system for you.
- [] Radbench +**
1820 (Not Amiga 500) Let this program help you utilize one of your Amiga's best features, namely the real protected ram disk.

APPLICATION PROGRAMS

- [] A-Bank**
503 The best shareware home accounts program you can get. It's packed with features and looks very good and clear. It's also very simple to set up and use.
- [] Home Budget**
1410 This is a really good personal looking home money management program which checks full features and features to help you manage your finances.
- [] Amibase Pro**
293 Probably the best shareware database program around. It's simple to use and quite powerful in the features it offers.
- [] Easycalc**
1042 This is undoubtedly the best shareware spreadsheet program around. It's very easy to use, is quite powerful, and will set up to run on your Amiga.
- [] Journal**
2752 A simple double entry book keeping program for all you non-accountants out there who need a bit of help keeping your books.
- [] Labelbase**
2353 This nice little label printing program has the added advantage of using a simple database to hold the labels. Handy if you have lots of labels to print.
- [] Music Base**
2411 This is for all you people with huge record or CD collections that you want to keep handy records on.
- [] Text Engine**
1464 The premier Amiga text editor come word processor. It's simple to use and very clear in its presentation. Recommended.
- [] The Money Program**
1811 Another home finance manager program. This one has some good analysis features which could help you track down just where your money is actually going.

How to order your disks

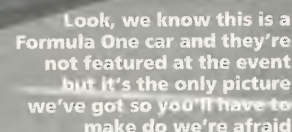
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No. Disks _____ Amount £ _____
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EXP DATE _____ SIGNATURE _____

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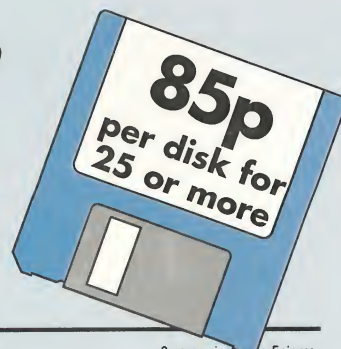


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BUSINESS SOFTWARE

B001	A-Genie (1 meg)	Trace your ancestors
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B134	Ami Cash	Best accounts package around
B136	Amibase Prof	Excellent database
B137	600 Business Letters	Pre-written script for business correspondence
B140	Text Engine	Excellent word processor
B152	PC Task	Emulates IBM & PC programs
B153	File-a-fax	As it sounds
B154	QED	Beginners word processor
B165	A-graph	Creates bar graphs
B175	Text plus VERSION 4	Excellent word processor
B178	(2 Discs) Analitic ALC	(2 Discs) Best spreadsheet available
B232	Cheque Book Account	Keep tabs on your expenditure
B237	Stock Analyst	Analyses the share market
B240	Little Office	Word Processor, Database & Spreadsheet
B242	Budgets 1.34	Accounts Manager

EDUCATIONAL

(N.B. This includes some games)

E033	Education 1	Learn German
E162	The Bible (4 disks) (N)	The King James Version
E164	World Databank	Creates maps of the world
E180	GCSE Maths	Syllabus taught disk
E185	Astronomy	Calculates positions of planets
E194	Total concepts	Learn about dinosaurs
E212	Back Talk	Advise on Commonback Complaints
E239	Dunks DTP	Desktop Publishing for Kids
E234	Colour The Alphabet	Educational spelling game
E271	The Highway Code	All you need to know
E272	Junior Maths	Education for Kids
E023	Electronic Train Set (1 meg)	Construct own train set
E043	Learn and Play 1	Good for the kids. Blackboard maths, etc.
E044	Learn & Play 2	More fun for the kids
E079	Treasure Hunt	Great Kids game
E086	Wraithed One	Good general knowledge quiz
EG162	Storyland 2 (N)	Create a childrens adventure
E301	Japanese dictionary (2 disks)	Good introductory tutorial
E298	States of Europe	Information on this continent. Good
E299	Communicate	Learn how to use sign language

CREATIVE

C112	Slide Show Creator	Create your own slideshow
C130	Label Designer	Various label printers
C142	Super Fonts	Lots of Super Fonts
C160	Deluxe Paint Tutor	Enhance your knowledge of this
C184	Turbo-titler	Sub-titles video animations
C186	S-Movie	Video text editor
C189	Magnetic pages	Create a disk magazine
C190	Shadow demo maker	Create your own demo
C191	Beatrix Potter	Clip-art program
C198	Clip-art	Valentines and weddings
C199	Clip Art	For New Year, Easter & Birthdays
C206	ABC Adventure Creator (N)	Create your own adventure games
C230	Illinois Labels	Label Printer
C231	Audio Animation Studio	Create Cartoons
C236	Word Power	Solve crosswords & anagrams
C238	Font Farm	Variations of fonts available
C253	Assassins	Graphic utilities compilation. Enhance your Amiga
C256	Print studio	Multi purpose printer utility
C258	Garden designer	Create your own garden excellent graphics
C261	X Beat	Drum sampling & Drum machine

MISCELLANEOUS UTILITIES

M179	Calorie BaSe	Work out your own calorie intake
M204	Race Rator (N)	For horse racing information
M210	Pools Pools Version 2	Work out your winnings
M211	Training Log	Keeping fit
M233	Engineers Kit	Check your Amiga System
M243	D-Solve	Crossword-complete with two crosswords
M244	Lockpic V2.0	Uncover copy facilities
M245	Relo Kick V1.4	Latest D Grader for A1200
M251	Procad Electroid	Circuit design drawing program
M252	Dividends Winner	Work out winning lines
M257	Power Copiers (N)	Eight of the best PD copiers around
M262	Essential Virus Killers	Kills all the latest viruses
M280	Cop the Lot	National lottery helper!
M299	Tee to Green	Excellent golf-scorer

DEMOS + RAVE

D058	Enterprise leaving dock	Famous animation
D075	Girls of sport	Pretty shots of talented girls
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D280	Jesus on 'E's' (2 disks) (N)	Excellent rave music
D282	How to skin a cat	Amusing demo
D287	Calendar Girls	Slideshow
D312	Rave Vision	Rave music & Graphics
D313	Techno Warrior	More of the same
D314	Nine Fingers (2 disks)	Good. Sequel to State of Art
D099	Jesus Loves Acid (N)	Brilliant!
M152	Rave Length	3 Rave Songs

MUSIC

M084	Pink Floyd	The Wall remix
M102	No Limits (2 Disks)	Quality music compilation
M151	Motiv-8	More catchy tunes
M302	Wigfield	Saturday Night mix
U244	Sound Tracker Samples (4 Disks)	100's of sounds for sampling
U249	Sound Effects	Different samples for music making
U062	House Samples	Drums & Synthesizers etc.

ADVENTURE GAMES

Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007	American Star Trek (2 disks) (N)	Jim Barbers graphic adventure
Ad014	Adventure Solutions (2 disks)	Loads of hints of commercial games
Ad019	Dungeon Delver (2 disks)	Difficult adventure quest
Ad065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad219	Space Rescue	Guide Spaceship through Terrain
Ad222	Neighbours Adventure	(2 discs) Bring Paul Robinson to court
Ad223	Wizard Wars	Graphics Adventure
Ad245	Iron Clads (2 disks)	Graphic adventure
Ad250	Atlantis	Excellent Adventure Games
Ad326	Wibble World Giddy	Really good platform game

ARCADE GAMES

A010	Breakout	Classic bat & ball game
A011	Blizzard	Horizontal shoot-em-up. High quality
A053	Mayhem	Brilliant shoot-em-up
A110	Ladybug	Similar to Pacman
A157	Quadrax	Difficult puzzle game
A171	Top Secret	Quality platform game
A176	White Knight	NEW Excellent shoot'em up game
A180	Tank Attack (N)	World War 2 Simulation
A207	Flagcatcher	Find the flags. Very addictive
A209	Games Galore Ten (N)	14 excellent games
A215	Battlements	Hunchback game
A225	Addams Family Quiz	Quiz on cult TV programme
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 Games including Glassback

A306	The Funhouse	3 games including Enigma
A308	Gush	Very similar to pipeline
A309	Smurf Hunt	Find the Smurf
A310	Zalycon (2 disks)	Space shoot'em up
A327	Tetris Pro	Tetris game with exceptional variants
A328	Calculus Combat	V. Good missile command type game
A334	Crazy Sue 2	Popular platform game
A338	Project Buzz Bar	Excellent asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best space invader game
A350	Spitfire Assault	Shoot'em up game
A401	Assassins 219	Chopper Attack, Route 66, Gimme 5
A402	Assassins 220	Age of Rock, Commando Raid, Hearts
A403	Assassins 218	Bomber 2000, Black Dawn
A404	Assassins 217	Mangled Fenders, Maze and Cubik

SIMULATIONS

Sim071	Return to Earth (1 meg)	Space adventure
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109	Wheel of Fortune	TV Quiz, computerized
Sim124	Napoleonic Warfare	High-quality simulation
Sim139	Battle of Britain	Defend the nation
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy game
Sim218	Roulette	Casino Classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Strategic Games	3 excellent games
Sim302	Micro Market	Stock exchange game
Sim377	Life	Excellent strategy game
Sim410	Island	Excellent board-game. Build hotels & money
Sim414	Diplomacy (N)	Classic, similar to Risk
Sim415	War (N)	Top-quality 8-bit strategy

SPORT

Sp170	Amos Cricket	'Owzat!
Sp208	Grand Prix Simulator	Excellent
Sp256	Slamball	Management game of US football. Type Sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top Of The League	Addictive football management game
Sp303	Strike Ball	Amos written baseball type game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well-produced racing game
Sp373	Wrestling (2 disks, WB2.0 upwards)	Good fun graphics
Sp376	Unsensible Soccer	Good football game
Sp411	Stewards enquiry	Horse-racing game

A1200 ONLY

U235	Sleepless Nights	Compilation of A1200 utilities
D285	Fairlight	29 meg of graphics on one disk
D286	No point of sale	Stunning French demo
D289	State Of Art	Famous quality demo
D290	Raving Mad Me	High quality music video
D291	Lethal Exit	Stunning demo
D294	AGA Swimsuits (5 disks)	IFF 256 colour pictures use with DPaint etc
D300	Technotrack II	More rave music
D301	Retina	Excellent Vector film demo
D305	Utopia	A1200 slideshow
D310	Nigel Mansell	AGA slideshow
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G323	U Chess	Brilliant chess game
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
G373	Kellog Land	Platform game
G412	Kiss the Canvas	Quality boxing game. Many variants
G413	Bacman	A1200 Pacman version
G414	Motorola Invaders (2 disks)	Brilliant space invaders

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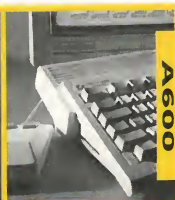
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ACTION REVIEW SPORTS SIM



ITS Cricket



A challenger to Graham Gooch's Cricket is padded up at the crease. PAUL McNALLY pulls a short one...

Audiogenic are the only company to successfully pull off a cricket game to date. Graham Gooch's Cricket, in all its various incarnations, has been top of the tree since its first release a couple of years ago, but now for the first time some real competition is beginning to appear, courtesy of this effort from Grandslam.

International Test Series Cricket has a lot going for it. However, in my opinion, it also has a pretty major playability flaw as far as the actual match goes, but more about that later.

Let's start with the good factors. The actual presentation of ITS is very good. The game contains digitised photographs of the squads who took part in the recent Ashes farce in Australia, as well as players from the other major cricketing nations of the world (which makes you wonder why the hell England are included). The information screens are well laid out and easy to follow, and even when the actual game screen first shows up, you'll be quite pleased.

The flaws come into it when you actually start to play the thing. The player animations are okay, although nothing spectacular – the graphics for the actual players appear to be digitised, but are

The entire fielding team goes up in unison



Is that dirt in your pocket or are you just pleased to see me?

completely black and white. But it's the bowling and batting sections that actually let the game down. When batting, the screen flicks from the bowler's end to the batsman as soon as the ball is delivered. There then follows an inexplicable pause of maybe a second before the ball appears on the screen once more and flies past your batsman. Timing is of the essence, but it's extremely tricky to judge when the thing is going to arrive.

During this hold-up you are supposed to pull off a series of joystick combinations that will decide what shot your guy actually plays. Not surprisingly I only managed to get a couple of them working before getting wildly frustrated.

When all's said and done, it's still the second best cricket game for the Amiga, but with a bit of tweaking to obvious areas this could have walked away with it. **A**

One of the impressive intro screens



THE LOW-DOWN

PUBLISHER Grandslam
CONTACT 081 680 7044
HD INSTALLABLE No
PRICE £26.99

GRAPHICS	73%
SOUND	81%
PLAYABILITY	70%
DIFFICULTY	Very Hard

This should have been the best cricket game on the Amiga. Unfortunately it isn't, and that's a shame. Graham Gooch is still the best and anyone who says it isn't is obviously lying for some weird reason. Cricket fans will lap it up and rightfully so, but it's annoying that with a few little tweaks and fiddles it would have been so much better. The presentation is excellent, all it needed was a little bit more on the gameplay.

REVIEWED BY CHICKEN

SECOND OPINION

I'm one of those people who can't be bothered watching cricket but don't mind playing it. ITS is therefore a blessing because it's one of the few computer cricket sims available, but unfortunately it doesn't quite match up to the limited opposition.

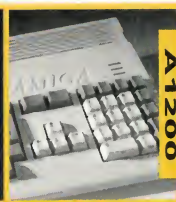
OPINION BY STEVE

OVERALL SCORE

68%

ACTION REVIEW

FLIGHT SIM

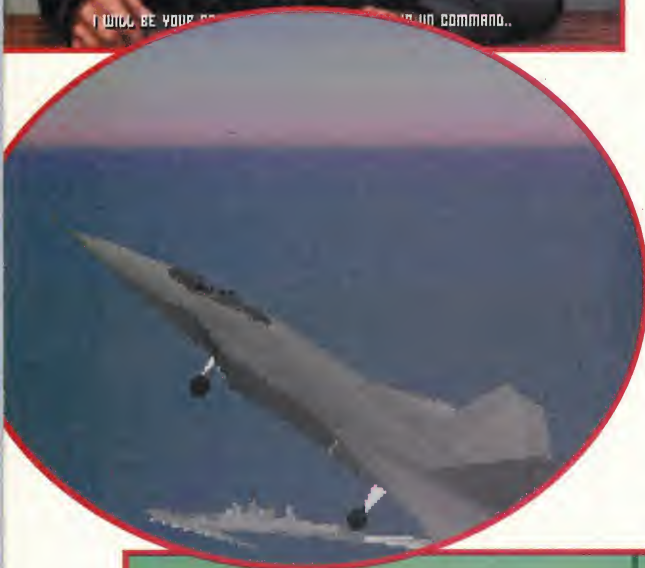


It's a serious business running a highly effective air force outfit you know



TFX

After all the months and months of waiting, TFX is finally here. Can it possibly live up to our hopes and expectations? It's a question that only **STEVE McNALLY** can answer



Well, it's taken a lifetime to arrive, but this is it. TFX on the Amiga is finally reviewable and the big question on everyone's lips is: Has it been worth the wait? In most instances this can be answered with a simple 'yes' or 'no', but in the case of this particular game, things are a little more complex.

Firstly, if you own an Amiga 500, forget it. This is and always will be A1200 only, for the simple reason that the lower end machines would probably explode if you ever tried to run it. And

the story isn't much better for standard A1200 owners either. You'll probably be able to get it to run, but it'll be horrendously slow even with all the detail levels turned right down.

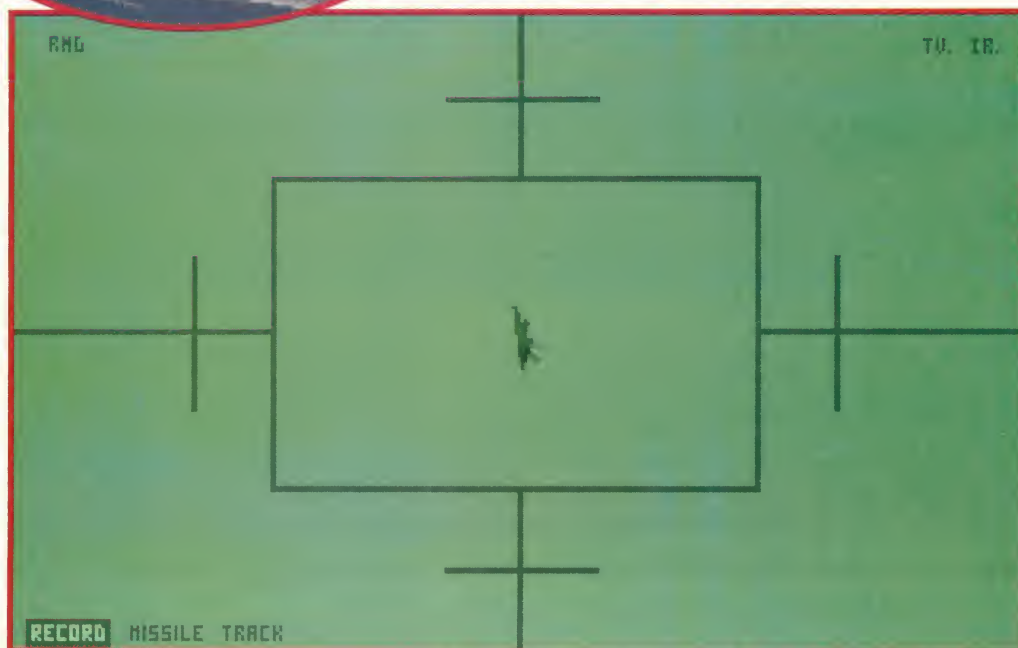
The lowest specification you'll require is an accelerated A1200 (preferably with RAM upgraded to 4Mb), and a sizeable hard drive, but even then you may find that you have to turn some of the details down a touch. It'll probably run fine on an A4000, but I haven't had chance to test it out.

If you're lucky enough to own such a high spec machine then you have access to what is undoubtedly one of the finest and most realistic flight sims of all time, and in that case, the wait has definitely been worthwhile.

I played the PC version quite a lot when it first came out (about 18 months ago!), and apart from a few obvious points it's difficult to tell the difference. All the mission campaigns are

The missile view allows you to track the progress of your warhead

Once again I'm going down in flames. Proof that TFX is tricky to get into





Having managed to get all the numbers on my card I let out a triumphant cry in jubilation

in there, and the only option missing is the planner which allowed you to determine how a mission would progress by setting the goals and waypoints yourself. But, let's be honest, not many people would have bothered with that anyway. I certainly never did.

War Torn

The only other noticeable difference is the speed. For some reason, even on a top end machine, it doesn't seem to move quite as smoothly as its PC counterpart. But if you've never had chance to play that, you won't notice any difference, so there will be very little to detract from what is an amazing flying experience.

TFX differs from most flight sims in that it touches on a rather sensitive area for one of its mission scenarios, namely the former Yugoslavia, where, as we all know, the war between the Croats and Muslims rages on in between numerous ceasefires and the like. The wisdom of choosing such a setting is dubious at the best of times, but it doesn't offend me personally and I doubt whether there is any actual content within the game that could upset even the most sensitive of souls. You never know, some people might actually be attracted by the extra realism.

The game simulates three fighters, the infamous Eurofighter 2000, the Lockheed F-22 and the Lockheed F-117A Stealth Fighter which, blandly enough, is the only plane within the game that is actually in service.

Each of the planes is essentially the same to fly, with any differences being mainly cosmetic. The cockpit layout is different, and when you switch to one of the many other views, both inside and outside the aircraft, you might notice one or two unique features. But, apart from minor changes in the weapons loadout, flying the planes couldn't be simpler.

Air Superiority

A particularly nice feature is the inclusion of a large variety of missions in the game. These fall into one of seven main categories, namely; Interception, Air Superiority, Anti-Armour, Close Air Support, Interdiction, Defence Suppression and Maritime. Now don't ask me what all these terms mean, but they sound damn impressive don't you think?

TFX is a fine flight simulation. In fact I'd go as far as to say that it's one of my all time favourites, and if it wasn't for the somewhat excessive hardware demands, it would be scoring

somewhere in the nineties without a shadow of a doubt. As it stands I can't really justify a mark that high simply because of the limited number of people who are going to be able to play the game at a satisfactory level.

If you have the technology and are a bit of a flight sim fan, TFX should find itself nestling nicely among your collection very soon. However, if your machine is a little lacking in the old power stakes, you need to think long and hard about whether it's really worth the expense, even if you have been waiting for over a year. **A**

THE LOW-DOWN

PUBLISHER Ocean
CONTACT 0161 832 6633
HD INSTALLABLE Yes
PRICE £34.99

GRAPHICS	93%
SOUND	90%
PLAYABILITY	91%
DIFFICULTY	Spot On

TFX is an amazing achievement, and everyone at D.I.D. and Ocean should be applauded for bravery above and beyond the call of duty in struggling long and hard to bring this out on the Amiga. Unfortunately it proved impossible to cater for the needs of every Amiga owner, and all those without the most powerful machines are unlikely to feel the full benefit. However, those who do have access to such a machine are in for a real treat.

REVIEWED BY STEVE

SECOND OPINION

As you will know by now, anything but a supercharged Amiga is totally incapable of bringing any playability whatsoever to this game, but the machines with the mostest can enjoy a massively deep, ultra-well-thought-out experience that is still just a little bit jerky.

OPINION BY PAUL

OVERALL SCORE

83%



Obviously this level of detail is not attainable on a standard A500

You attempt a highly skilled landing on a swaying carrier deck



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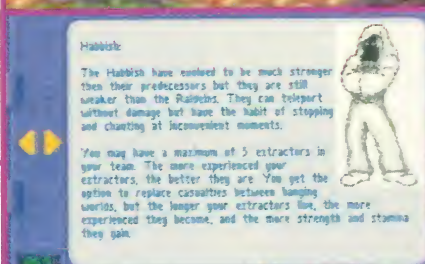
ACTION REVIEW

P U Z Z L E



Selecting a good team is vitally important if you want it to go well

As with Diggers the manual is also provided on the CD itself



Extractors, as the name suggests, is all about mining the land and collecting, or extracting if you will, the precious materials that lie within

Extractors

STEVE McNALLY attempts to alleviate his constant state of boredom by taking a look at the follow-up to Diggers

I haven't played Diggers and don't really have that much of an idea as to what it is about, so when Extractors landed on my desk it was met with a certain degree of apathy. During the next few hours I went through a whole range of emotions which, on an upwardly sliding scale, ranged from very negative (when I couldn't figure out what was going on), to quite positive (when I still couldn't entirely figure out what was going on but was having a good time trying).

Extractors is one of the most confusing games I have ever come across. Initially you will be overwhelmed simply because there is so much you need to do on each level right from the very beginning. This is compounded by the fact that if you don't keep all five members of your team busy pretty much all of the time they will get bored and begin to wander around by themselves. This causes you immense problems because not only are you worrying about mining the surrounding land, figuring out how to destroy the generator on each level and avoiding any

privateers who materialise intent on both stealing anything you mine and killing your team members, you are always concerned that a member of your particularly dense group is going to need rescuing at any moment.

I was just beginning to think that I was never going to get the hang of it when things started to fall into place. Once you have overcome the main obstacle of keeping your men occupied and out of trouble, you can start to concentrate on how to deal with the main problem at hand, namely destroying the generator.

Digger Barnes

The game comprises a series of increasingly more difficult levels that appear on a pretty poor game map as floating islands. This map links the whole game together, although it would be a blatant lie if I tried to suggest that I'd got anywhere near the end, because I haven't. I'm sure a lot of people will compare Extractors to Lemmings, but there is one massive difference. In Lemmings the levels only took a couple of minutes to complete, whereas an Extractors level will take the best part of an hour, even when you've figured out what it is you're supposed to be doing!

There is also more going on throughout the levels and there are a lot more options open to you. Lemmings had an appealing simplicity that's lacking from Millennium's effort, but for some people it wasn't quite taxing enough. Extractors will appeal to this group more than any other, but if you insist on calling it a straight race between the two games I certainly wouldn't like to pick a winner. They are both very different in many ways, and the fact that they are both puzzlers is really where any close similarities end. **A**

THE LOW-DOWN

PUBLISHER Millennium
CONTACT 0223 844894
HD INSTALLABLE N/A
PRICE £29.99

GRAPHICS	79%
SOUND	89%
PLAYABILITY	84%
DIFFICULTY	Very Hard

Extractors is a very good game, there can be absolutely no doubt about that. The only reservations I have is that it takes such a long time to get into, and even when you do make some headway, it's still extremely difficult and thought provoking. However, it does make better use than most of the CD32's superior capabilities, with plenty of speech and nice graphics thrown in for good measure. The game is still enjoyable to play, even if it is a little on the overly taxing side, and if you've a few spare hours to kill, Extractors will certainly take care of them for you.

REVIEWED BY STEVE

SECOND OPINION

Be prepared to tax the old grey cells with this outing from Millennium. It does take a while to get into, but after a few plays you will begin to reap the rewards if you've got the patience to last that long. Extractors is tough but rewarding in the long run.

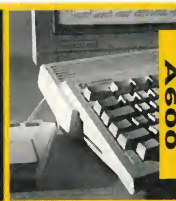
OPINION BY ANDY

OVERALL SCORE

84%

ACTION REVIEW

PLATFORM/SHOOT'EM-UP



Akira

From the ashes of the cult classic 'toon nightmare comes the game of the same name. Is **ANDY SHARP** relishing the chance to take part in one of the most bizarre movies of all time?



Unfortunately, the teddies aren't as cuddly as people would have you believe



For the uninitiated, Akira is without doubt one of the most popular cult movies of all time. It's years since this Manga classic first appeared, but hey, what does that matter? Almost every movie has its own game and it was only a matter of time before Akira joined the rest of the bunch.

For people who need a reminder of exactly what's in store for them here, Akira takes place in the sprawling metropolis of NeoTokyo in the year 2019, 30 years after World War III (which wasn't too pleasant an experience apparently, what with nuclear bombs and stuff going off everywhere).

Almost as difficult as negotiating the roads around Macclesfield – a biker's dream apparently

The aftermath saw a whole new breed of leather-clad rival biker gangs erupt all over the rebuilt city, struggling furiously to become the ultimate hoodlums on two wheels. And it is during one of these running (or should that be biking) battles through the remains of the old city that you first enter the fray.

There are six levels in all to traverse, which you may think seems a little on the thin side, but to begin with you'll find that they pose quite a considerable challenge.

Taking control of one of the two main characters in the movie, Tetsuo or Keneda (not that you have any choice mind, because each level will start you with one of the two characters), you will be plagued with some rather standard levels to complete.

Whether it be racing through the streets on your petrol guzzling cyberbike or trying to escape the military hospital, you will be stunned at the total lack of originality on display. The movie defied all logic whereas the game seems way too standard in comparison.

Motorbikin'

The first level involves dodging the Clown biker gang through the crumbling streets of NeoTokyo. Graphically it's okay, not particularly post apocalyptic, but it's certainly a hazardous and frantic level in several parts.

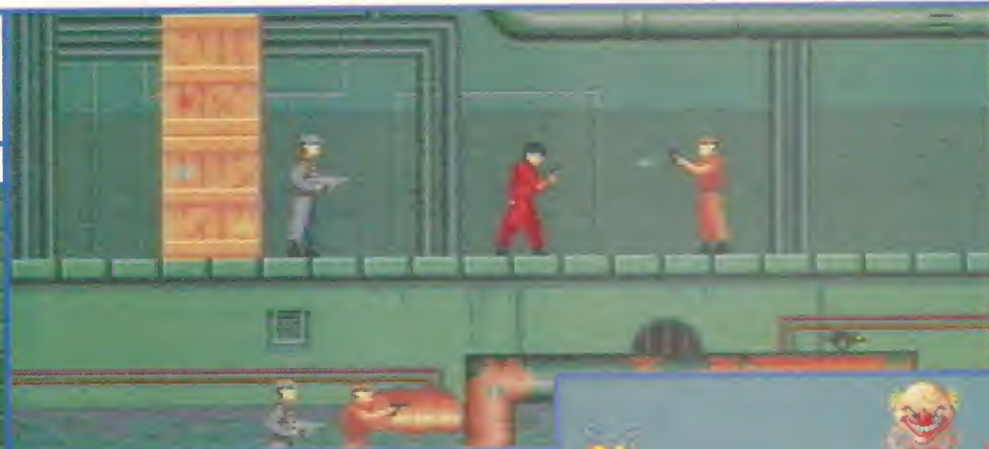
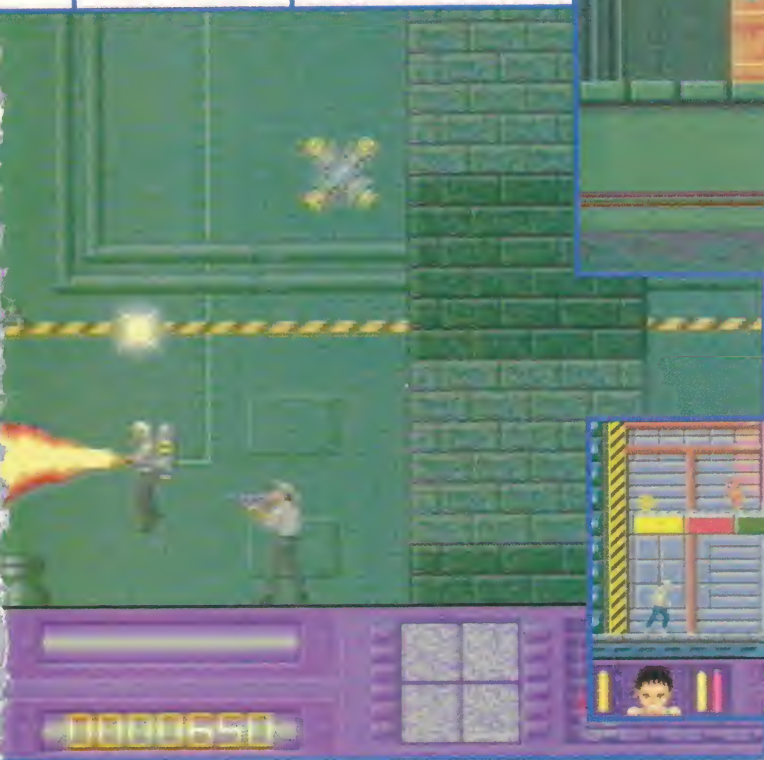
Along the way it's a necessity to collect bonus fuel and various weapons as and when you need them. Initially it will seem like an impossible task to progress through the biking stages safely, but if you learn exactly where all the weapons and power-ups are, you should be able to plough through with the greatest of ease.

If you haven't got the message by now, Akira is more frustratingly difficult than challenging. A



One of the later stages involves flying this contraption through the sewers. This is no easy task

More sewer mayhem. The later stages toughen the opposition considerably



After being captured, Tetsuo has to escape the hospital



Self explanatory really. Evidence of failure can't be more concise than this

shame really, as the potential is there for one corker of a game.

The hospital and sewer levels are out and out platform stages with no inspiring new features. There are average graphics, the gameplay is as you'd expect, and in truth it becomes very tiring very quickly indeed.

Between each stage there is a simple still taken from the movie to let you know exactly which part of the film you've reached – in the CD32 version these animations will actually move. Woohh! The only other noticeable difference in the CD version is that it's a tiny bit quicker when scrolling. And erm, that's about it!

After escaping the hospital where the authorities are experimenting with the ancient Akira project (Akira incidentally is an old source of power whereby an individual can become more than a mere mortal human – just like me), Tetsuo thinks he can control his newly acquired powers. How wrong could he be?

One of the many moving animations on the CD32 version



KANEDA, HEAD OF THE CAPSULE GANG, LEADS THE FIGHT AGAINST THEIR RIVALS THE CLOWNS.



Lordy. What's this gigantic match doing here? A few too many hospital experiments have left Tetsuo hallucinating

Akira culminates in the battle between Tetsuo and Keneda. Tetsuo has lost control of his powers and is mutating horribly into some all powerful blob type thing. He must be stopped at any cost.

This is basically like an end-of-level baddy, but it looks a little bland to be honest. As it stands, this final level incorporates tiny aspects of all the previous stages – it's as if the levels are also mutating, quite clever eh?

Fashionable?

The thing with Akira the movie is that it is a classic of its genre, whereas the computer game unfortunately isn't. It's just much too ordinary for such a stunning concept. Shame.

On the plus side there is a rather pleasant Collectors Edition T-Shirt which comes free with the game and is a great bonus, but apart from that it's barely worth bothering with. Even the box is littered with spelling mistakes. **A**

THE LOW-DOWN

PUBLISHER ICE
CONTACT 0453 756993
HD INSTALLABLE No
PRICE £24.99

GRAPHICS	40%
SOUND	40%
PLAYABILITY	60%
DIFFICULTY	Variable

Let's face facts, Akira should have been a dark, brooding affair with more twists and turns than spaghetti junction, but what we've ended up with is a big disappointment. There are some nice animations on the CD version and both that and the floppy equivalent have a moody impressive intro from the final day of World War III. To be fair, it's sometimes challenging and sometimes wacky, but unfortunately a couple of levels are cuter than cute and I don't remember ever thinking of Akira as a cutefest. Terribly average I'm afraid. Let's hope Akira 2 doesn't rear its ugly head in the future.

REVIEWED BY ANDY

SECOND OPINION

I can't be doing with all this Manga business, so not surprisingly, the prospect of Akira didn't appeal to me. And when the game is as poor as this you find yourself wondering even more why anyone would bother converting this overrated cartoon into a computer game.

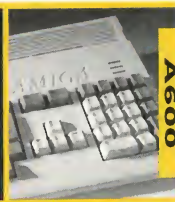
OPINION BY STEVE

OVERALL SCORE

40%

ACTION REVIEW

A D D - O N



Amiga

Premier Manager

Multi-Edit System

Gremlin have come up with an idea to make every football fan's life complete.

STEVE 'Statto' McNALLY reveals all

Now to me, and even to some of you no doubt, the idea of spending money on a program that allows you to constantly update the information contained within a footy management game may seem like something of a needless expense. I mean after all, it doesn't really affect the way the games play all that much does it?

But believe me, there are a frighteningly large number of people who have been gagging for just this opportunity. Take our Production Editor Neil for example, a fanatical follower of lower division

football (yes, he actually sets his video every Monday night to tape Endsleigh League Extra), and an avid Burnley fan.

As soon as any management game comes in, be it Sensible World of Soccer or whatever else, he's straight in there, choosing to manage his 'heroes'. And if there's a single player detail that is in some way incorrect, be it age, middle name or shoe size, he goes into a sulk.

That's how deep the obsession goes with some people, and this is the audience that the Premier Manager 3 Multi-Edit System is aimed at, allowing gamers to get at the program code in an orderly fashion to affect the way the game plays.

You're not limited to simply changing player names though – stadium names, managers and even the league structure are fair game, allowing you to fine tune things exactly to your satisfaction. This means you can create a league that pits Barcelona against Man Utd (4-0!), include great teams from the past alongside the sides of today, and create just about any possible connotation you can think of – even a European Superleague is not out of the question.

Alter the data pertaining to the ground of your club

Maybe you believe, as many do, that Wembley is too far south to be fairly classed as the English national stadium. If you do, simply click on Wembley and change it to The Shay (luxurious home of Halifax Town), for a fairer geographical positioning. The possibilities are limitless, as absolutely everything that is included in Premier Manager 3 (and let's face it, that is pretty much everything), is adjustable to suit your own personal tastes.

It would be easy to say that this is a waste of time and that Gremlin are doing no more than cashing in on an incredibly popular series of games, but we all know it's not true. There is definitely a market for this type of thing, as the sales will no doubt prove. **A**



THE LOW-DOWN

PUBLISHER Gremlin

CONTACT 0742 753423

HD INSTALLABLE No

PRICE £14.99

GRAPHICS	N/A%
SOUND	N/A%
PLAYABILITY	N/A%
DIFFICULTY	N/A%

As I looked at the Premier Manager 3 Multi-Edit System it became apparent that it was going to be very difficult to give it a mark. There has been nothing really like it before and I would be surprised if there was anything like it again. So, after many a harrowing sleepless night spent constantly turning this tricky dilemma over and over in my mind, I decided not to bother scoring it at all. The Multi-Edit System is exactly what it says it is – a well-executed, user-friendly multi-system editor for Premier Manager 3 that's nice to look at and sensibly priced.

REVIEWED BY STEVE

SECOND OPINION

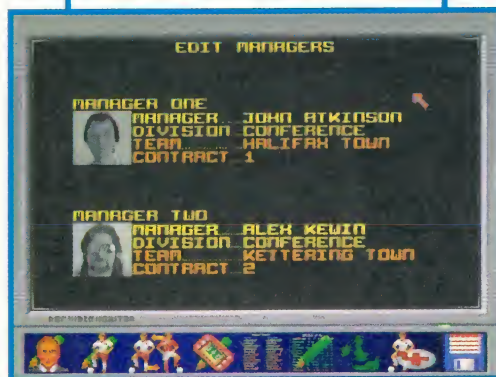
We should have been given a penalty, the game should never have been played, their seventh goal was offside, their goalkeeper should have been sent off, it was too windy, their supporters were singing too loudly, the pitch was too green, bleat, moan, etc.

OPINION BY JIMMY MULLEN

OVERALL SCORE

N/A%

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COUNTRY..... England
MANAGER..... Roy Evans
BANK ACCOUNT..... £2000000
GROUND NAME..... Anfield
SAFETY RATING..... L
SEATING CAPACITY..... 23290
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TERRACE TICKET..... £8

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ACTION REVIEW REVISITED

Dragonstone

Core's latest RPG, Dragonstone, is, let's be honest, not very good. The disk version scored fairly well but has since proved that in the lastability stakes, it scores very poorly indeed. As for the CD version, well that's not much better either. In fact it's exactly the same.

Yes, a straight port is what this is, and taking into account the faults of the original (which are far too numerous to mention here), the fact that the game has not been changed in any way is probably not the most inspired decision the management at Core have ever taken.



There is still far too much fighting and not enough puzzle solving for my liking, and although the graphics look quite nice, the game really doesn't come up to scratch. The addition of a CD32 controller doesn't make a great deal of difference, mainly due to the over-simplicity of the gaming system.

If you're looking for a CD game that is challenging and enjoyable, and will last for quite some time, I'd seriously consider looking elsewhere for my fun. Actually, a quick glance elsewhere on this page could provide the answers you've been searching for. As far as Dragonstone goes, I'd give it a miss. **A**



C D 3 2

ORIGINAL SCORE

77%

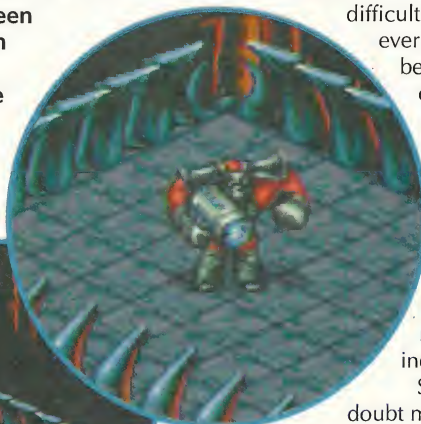
UPDATED SCORE

70%

PUBLISHER Core Design **PRICE** £29.99 **REVIEWED BY** Steve

Skeleton Krew

Ah, now this is better from Core. Skeleton Krew ranks among the greatest shoot'em-ups ever on the A1200 and now reigns supreme on the CD32 as well. The game has always been easier to play with a two-button joystick, and the option to make full use of the CD32 joystick makes what is undoubtedly an exceptionally difficult game ever so slightly easier.



When I say the game itself is difficult, I may be misleading you slightly. Although Skeleton Krew is more than taxing enough by itself, the control system is one of the most difficult to get to grips with I have ever encountered. In fact,

because I reviewed the original version of Skeleton Krew and was forced to play the game properly, I'm the only person in the office who can get the character to move where I want without constantly swivelling round and firing indiscriminately all the time.

Skeleton Krew is without doubt my favourite shoot'em-up.

A lasting challenge is provided along with colourful graphics and an excellent CD soundtrack to provide a sufficiently spooky atmosphere. CD32 owners are still somewhat limited in their choice of quality software, so they should seize the opportunity and grab this one with both hands. **A**



C D 3 2

ORIGINAL SCORE

90%

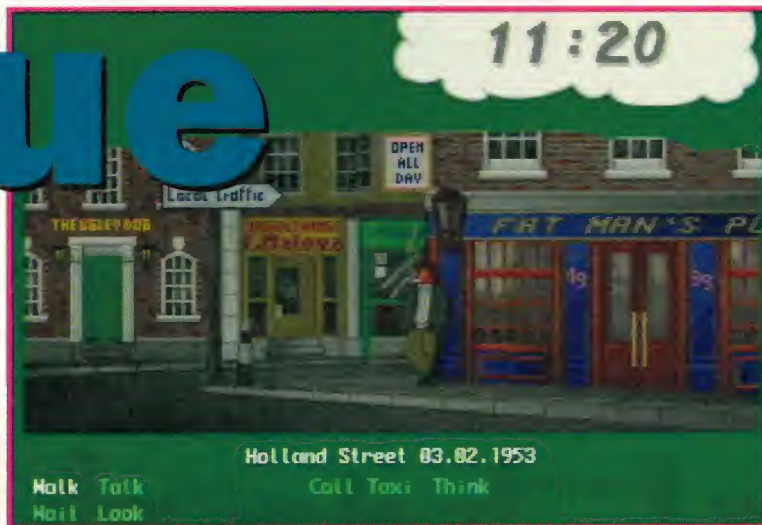
UPDATED SCORE

92%

PUBLISHER Core Design **PRICE** £29.99 **REVIEWED BY** Steve

The Clue

We liked the disk version of The Clue here at AA. Despite its quirky and pseudo-feeble graphics, and the occasional horrendous mistake in the translated dialogue, it held at least three of us captivated for nigh on two days. Thankfully, Neo have done a decent job of making it work on the CD32, and of course there is no problem waiting for the pointer to make its way across the screen in accordance with your joystick command because of the text driven way in which the game works.



As before, some rather decent old tunes pipe out as you wander around London meeting a collection of dubious people on your way to another, no doubt pathetically amateurish, crime, and as, er, not before, some of the previously printed speech is now in the form of... well, spoken speech. So to speak. Disappointingly though, this is fairly irregular and seemingly random, and should really have been used to far greater effect.

Original ideas are hard to come by at the moment and The Clue is one such beast. Although plodding at times, it now comes with a handy password option which allows you to begin again straight after your last successful crime.

The Clue is not the kind of game which takes advantage of the, ahem, graphics capacity of the machine, but a good solid conversion with a couple of nice options that you could do a lot worse than pick up. **A**

C D 3 2

ORIGINAL SCORE

87%

UPDATED SCORE

87%

PUBLISHER Black Legend **PRICE** £25.99 **REVIEWED BY** Paul

Shadow Fighter

It's always nice to have a game arrive in the office right out of the blue, and when that happened with Gremlin's Shadow Fighter we were doubly delighted. Not only did it turn up with a minimum of fuss, therefore conserving our energies in the Chasing Stuff Up department, but it was actually very good – a real contender to the crown of the slightly more publicised Mortal Kombat II.

Sixteen characters and a host of easy-to-do-but-hard-to-master special moves combined with a novel training mode and excellent graphics, made for a top notch beat'em-up, one that lost out only marginally to MKII in the area of blood and guts. And now that it benefits from extra colours and memory, Shadow Fighter is even better.

Not only are the colours more lush, but the layered parallax backgrounds add another dimension (er, literally), to the way the game looks – the perspective on the floor on some backgrounds as you lurch across the screen from side to side is nothing short of spectacular (check out the basketball court for proof).

A number of extra moves are now available for some of the characters which, when combined with all the other enhancements, put Shadow Fighter, for my money, right on top of the pile. Just. **A**



A 1 2 0 0

ORIGINAL SCORE

90%

UPDATED SCORE

91%

PUBLISHER Gremlin **PRICE** £25.99 **REVIEWED BY** Paul

Exclusive Valhalla: Before the War Offer

Valhalla and the Lord of Infinity was, in our opinion, the Amiga games event of the year. Therefore we've pulled out all the stops to provide Amiga Action readers with the amazing opportunity to get their hands on Valhalla Before the War, the next game in the series, months before it appears in the shops and at a massive discount.

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If for some reason you remain unconvinced, then we advise you to check out our exclusive review of Before the War on page 36. Take a quick glance at the score in the bottom corner, maybe even take time out to read the review, and we're sure that at some point you'll come back here and start filling out the details.

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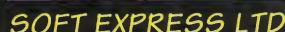
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Hello? Hel-lo-oh? Virgin aren't the only company releasing games you know. There are plenty of other companies doing their bit too. What's going on...?

JUNGLE STRIKE

Ocean

Reader Reviewer Kaernea Borna, Falmouth, Cornwall

What a great idea for a sequel to Desert Strike. The evil madman has moved into the jungle and you have got all the weapons you could ever want to bring him to justice, including hovercrafts and a superb motorbike! The settings are just as good as the original and everything else comes up to scratch too. Another well-hard Strike – here's hoping for the third!

Graphics 88%
Sound 89%
Overall 91%

Summary A tough blaster for anyone and everyone.



AA
RATED IT
90%

OVERLORD

Virgin

Reader Reviewer Paul Constable, Dulwich

My first foray into the world of the flight sim was Combat Air Patrol – a good game that gave me a thirst for more – but aargh! What the hell is Overlord all about? It's complicated beyond belief and almost impossible to get into unless you have a degree in, er, aeroplane science. I'm all for a challenging computer game but this takes things way too far.

Graphics 78% Sound 85% Overall 65%

Summary A very unfriendly game indeed that probably could have been good.



AA
RATED IT
84%

SHADOW FIGHTER

Gremlin

Reader Reviewer Corin Henley, Berne, Switzerland

The best belated Christmas present I've ever had! Shadow Fighter makes me sad because it reminds me of what good games are available back in England. It has to be the most playable and enjoyable beat'em-up on offer for the Amiga, and even the disk swapping is done with the gameplay in mind. Frankly, nothing really comes close.

Graphics 90%
Sound 86%
Overall 94%

Summary Full marks to all concerned!



AA
RATED IT
90%

POWER DRIVE

US Gold

Reader Reviewer Alex Marron, Ilkley

US Gold seem to have taken a step back to a time when racing games looked crap but played well, only they seem to have left out the 'played well' bit from Powerdrive. OK, so maybe that's going too far, but it still manages to disappoint through a suspect control method, despite looking the part and being well set out. Not a bad effort, but hardly in line for Game of the Year.

Graphics 80%
Sound 84%
Overall 74%

Summary Not the ideal purchase if your heart's set on an adrenaline rush.



AA
RATED IT
87%

THE LION KING

Virgin

Reader Reviewer Mark Westbury, Cliftonville

After Aladdin, Virgin really had their work cut out with The Lion King to make it any better. Graphics-wise they've certainly done the job, and for the most part it plays like a dream apart from one or two annoying occurrences in the later levels. And speaking of the later levels, why are there only seven when the PC and console version have more? A generally good game loses points because of its lack of commitment and care.

Graphics 90% Sound 80% Overall 80%

Summary Very enjoyable and great to look at, but just too short.



AA
RATED IT
92%

CANNON FODDER 2

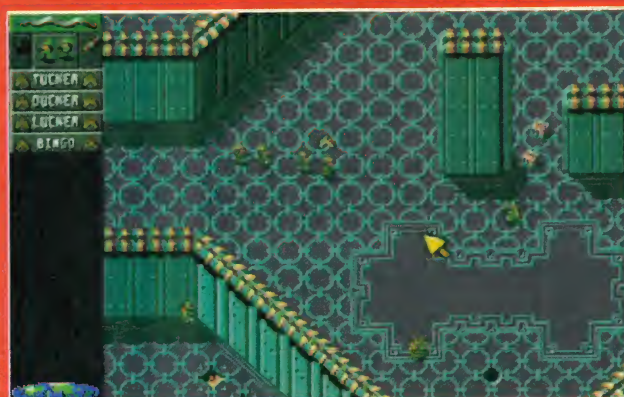
Virgin

Reader Reviewer Mark Cottrall, West Bridgford

You'd have thought that after the brilliant game that was CF1, the sequel would be better in every way – more blood, more guts and more humour. But no, it's almost exactly the same, and I'm sorry, but setting it on an alien planet is no excuse for a lack of ideas. Even the playability seems to have lessened – for what reason I can't work out – making CF2 the most disappointing sequel I can ever remember, and not a game I could recommend.

Graphics 80% Sound 84% Overall 66%

Summary A big disappointment from a team who should know better.



AA
RATED IT
80%

CANNON FODDER 2

Virgin

Reader Reviewer Craig ["Family Feuds"] Cottrall, West Bridgford

Cannon Fodder returns with more of the same rib-tickling heart-pumping action as before, and once again it's brilliant fun and a joy to play. Dozens of new missions give Fodder fans the chance to vent their anger to their hearts' content, and the alien levels are a treat! Just as good as it ever was, and highly recommended in every way for anyone who wants a good time in their bedroom. [Er... wahey!]

Graphics 84% Sound 85% Overall 92%

Summary Only a tosspot could fail to enjoy something like this.



AA
RATED IT
80%

FOOTBALL GLORY

Black Legend

Reader Reviewer Jason Levine, Corby

Small sprites and fast action is the way to go with football games, and Football Glory follows Sensi down that path. While it is good fun to play, it must be said that the playability of Football Glory still makes it fall some way behind Sensi, though it overshadows all the others in almost every way. Black Legend have done extremely well to get as close to Sensi as they have, but there is still quite a bit of ground to make up.

Graphics 80% Sound 77% Overall 86%

Summary One of the best, but not the best football game around.



AA
RATED IT
95%

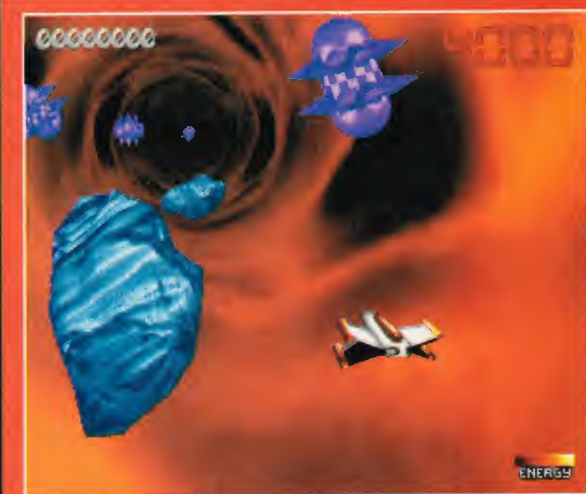
SUPER STARDUST

Team 17

Reader Reviewer Pete Dorson, Whitehaven

Think of what you want in a perfect shoot'em-up and you think big guns, stunning graphics, superb sound and enough difficulty to make it last for weeks. And guess what? That's Super Stardust, an absolute feast of everything that makes Team 17 great. Miss it at your peril.

Graphics 95% Sound 90% Overall 90%



AA
RATED IT
93%

Graphics 95%

Sound 90%

Summary A stonker!

ReaderreviewsReaderreviewsReaderreviewsReaderreviewsReaderreviews

B17 Flying Fortress

Publisher Powerplus

Price £16.99

In the strictest sense of the word, B17 Flying Fortress isn't really a flight sim, because although the focal point of the game is controlling the plane in question, much of the activity revolves around managing the 10 man crew of this most cumbersome of flying machines.

Your crew begin as a largely inexperienced bunch who learn the tricks of the trade as time and missions go on, and most of your time in the plane will be spent manning the various stations such as bombardier, radio op and so on. At the outset matters are made difficult by the relative incompetence of your crew, which seems somewhat strange, as surely any trickiness is best suited to a place in the game when the player has become more adept. It's very frustrating to concentrate all your efforts on several tasks only to see your bombs miss the target because of the YTS bombardier. A different idea for a flight sim which tries hard but unfortunately doesn't quite work.



Reviewed by
Paul

SCORE 74%

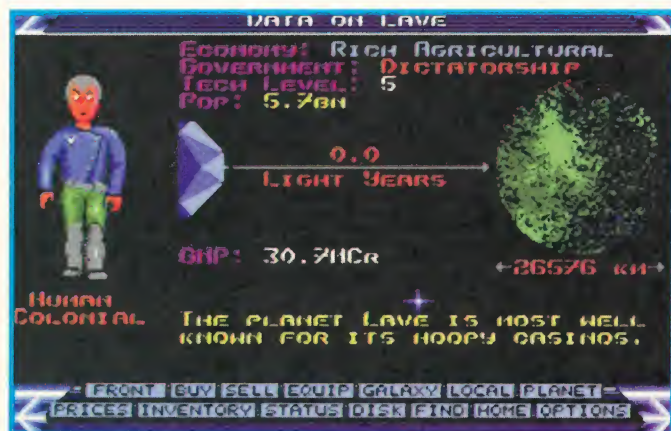
Elite Plus

Publisher Action Sixteen

Price £16.99

Recognised as a classic, the original Elite is without doubt one of the best-known computer games of all time. Elite Plus, which is what we have here, is the original with a few knobs on. The graphics have been tarted up slightly and the missions tweaked, but the game is essentially the same as it ever was. If you've never heard of it then you're some kind of sorry loser, but it's all about space trading and building up a character in a universe where you really can choose how to live.

Everybody should have a copy of this game, but if I have a criticism it's that it costs £16.99. It's pretty old now and you can pick up stuff like Cannon Fodder 2 and SWOS for a quid more. But, if you fancy picking up a piece of computer game history, you'll have to shell out.



Reviewed by
Chicken

SCORE 86%



Tornado

Publisher Action Sixteen

Price £16.99

Tornado is about as accurate a simulation as you can get of flying around in a multi-million pound hunk of whatever it is planes are made of. Metal, probably. And understandably so, because a lot of the information in the game is gleaned from real life RAF pilots, and if they don't know what they're on about then God help us all.

It's slightly daunting actually, what with all of the pre-programmed missions erring on the difficult side, although the complexity and detail will no doubt be reward enough for anyone who manages to get comfortable in the cockpit. As long as they have a fast machine.

And by fast I don't mean your average A1200, oh no siree! In order to get any sense of real speed from Tornado you'll need some sort of accelerated beast, which of course is a sizeable downside for 90-plus per cent of owners.

Reviewed by
Paul

SCORE 82%

Team Yankee

Publisher Action Sixteen

Price £16.99

At a time when the Amiga was still a relatively new kid on the block, Team Yankee was almost universally hailed as the definitive action simulation of modern tank warfare.

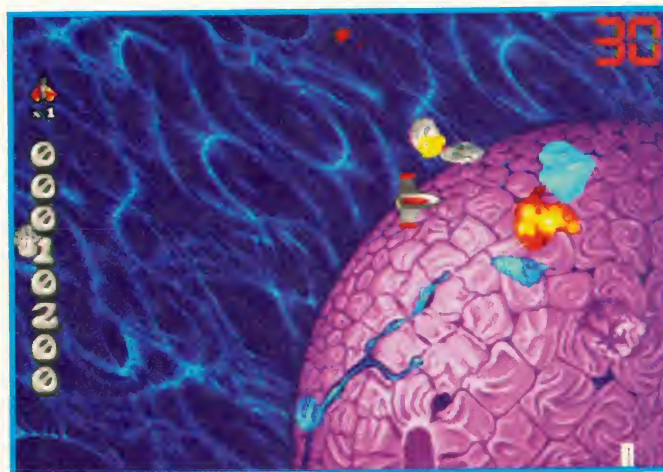
As an army commander you have a choice of several tanks with which to trundle across huge polygonic landscapes, fighting the nasty Ruskies, just like in the book of the same name on which this game is based (apparently). You can only control the movements of one vehicle at a time with any degree of success, but there is an option to take charge of a whole platoon and see the "action" unfold in what was, at the time, a groundbreakingly innovative split screen mode. Despite being Russian, the enemy aren't entirely stupid and will try to attack your troops at points that make strategic sense. So, you will have to become proficient with the map in order to keep track of events.

To some extent the reasonably responsive tanks make up for the lack of friendliness throughout the whole game, though in the end its appeal will be limited to veteran warfare fans who can forgive its dated look.



Reviewed by
Paul

SCORE 76%



Stardust

Publisher Daze

Price £9.99

This is the original version of Bloodhouse's Asteroids tribute, the one which initially shocked us all about 18 months ago when an unassuming Finnish gentleman modestly loaded it up and sat back calmly as we cooed over the astonishing graphics and not-so-shabby sound.

It all begins with your small ship armed quite punily. It's tough at the outset and gets progressively harder as the game goes on through its 30-some levels (including super-fast 3D tunnel sequences and underwater mazes). As well as spinning around wildly and destroying as many asteroids as you can before time runs out, it's important to be on the look out for power-ups, without which you will almost certainly not progress too far.

Every level is as gorgeous looking as the last, but the action remains largely unchanged. Still, priced at a measly tenner, this should most definitely not be sniffed at. 'Tis undoubtedly excellent value, and so perhaps a wiser choice than its 30 quid, enhanced counterpart.

Reviewed by
Paul

SCORE 85%

Ishar 2

Publisher Daze

Price £9.99

Following on the heels of the epic Ishar, Ishar 2 arrived with the promise of more characters and more tasks to complete in an altogether larger area. Enthusiasts were able to import their saved characters or choose from the 30 new ones available, and charge around a huge island comprising a play area over three times the size of the original.

Games of this kind are about choosing the right blend of characters to get you through your quest safely, and a party of five can eventually be assimilated, though you're forced to begin with only one adventurer. A map affords you a view of the entire island on which you currently stand, and the standard RPG interface allows you to move, recruit, cast spells and do plenty of other things as well.

Perhaps too often the game goes through a hiatus where you find yourself with nothing to do for minutes at a time,



and phases of blandness become all too common. However, having said this, Ishar 2 is a huge game, and once again, represents more than decent value for its reduced asking price.

Reviewed by
Paul

SCORE 83%

PD

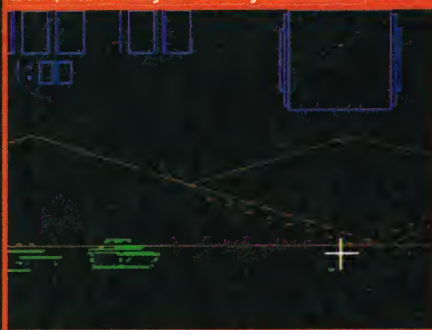
Steve McNally gives three hearty cheers as he

Magnetic Fields Tanks

Online PD

This is one of those vector graphics things in which you charge about the screen shooting things, which in this case, take the form of tanks. It all starts off quite positively, but any excitement soon fades and it becomes fairly tedious. Shooting wireframe green tanks on a green background with green bullets may appeal to some people but I wouldn't pay any price for it, not even £1.50, unless of course I was absolutely desperate to get my hands on an overpriced blank disk. Fun for about a second and destined to become a Cannon Fodder save game disk in many people's collections.

MAGNETIC FIELD TANKS: Check out those graphics! Woah, I can hardly contain my excitement



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SUPER MEGAFRUITS: A little more confusing than most, but fun nonetheless

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x8	22, 23, 24
x6	5, 6, 7, 8
x6	18 - 21
x4	9 - 14
x4	15 - 20
x3	4 - 11
x3	12 - 19
x2	1 - 12
x2	13 - 24
x2	EVEN
x2	ODD
x2	RED
x2	GREEN

COLLECT

National Lottery Winner V2.0

Online PD

These things are ten a penny at the moment, but this one is a little bit different in that it also incorporates a database facility that allows you to input the numbers each week and build up a

catalogue of the most frequently drawn numbers. Quite what significance this has on a selection of little coloured balls picked totally at random from a glorified bingo machine is beyond me, but if you're the type of person who believes in 'hot numbers' and all that Mystic Meg rubbish then firstly, sort yourself out, and secondly, get hold of a copy of this. You never know, a lay out of a couple of quid could just net you several million. I doubt it, but you never know.

Zaxxon

Online PD

Classic oldie of the month comes courtesy of Online PD in the form of arcade phenomenon of days gone by, Zaxxon. I don't really remember it that well to be honest, but I do know that in my early Intellivision console (Intelligent Television. Clever eh!) owning youth, I always yearned for a copy having seen a screenshot on some pamphlet or other.

I hadn't played it until now, and having done so I realise that I didn't really miss out much in the first place. It's okay, but as with most ancient games, we are all guilty of looking back on them through rose coloured glasses. We must be thankful to the PD programmers for spending weeks

LOTTERY WINNER - RELEASE 2

HOT NUMBERS

30	3	1	44
3	5	6	

PRINT **CHECK** **EXIT**

NATIONAL LOTTERY WINNER V2.0: Could these numbers be the key to millions?

finds himself saddled with this month's PD pages

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of their free time so that we can make the decision, after no more than ten minutes play, that these games, almost without exception, are appallingly bad. And Zaxxon is no exception.

Super Megafruit

Online PD

Fruit machine simulations are always popular and PD fans are experiencing a bit of a glut at the moment with what seems to be every would-be programmer in the land hastily cobbling their own version together. Super Megafruit is a case in

point. Fruit Mania is my own personal favourite and unfortunately this one just doesn't compare.

It has all the features you would expect in a game of this type but is just lacking the polish that other options provide. The main problem I found with this was that half the time I couldn't work out what was going on. I couldn't find any explanation as to what the winning lines were or any of the bonuses, and I was just left feeling bewildered. If you're desperate for a fruit machine sim this is okay, but I'd advise you to look elsewhere.

Harry the Haddock

Kevin Gallagher

Noteworthy as much for its musical content (fine renditions of Whigfield's



Saturday Night and the Baywatch theme tune), as for its gameplay, this novelty item is more than likely, at the time of writing, going to appear on one of the coverdiscs. But just in case it isn't there, I'll tell you a little about the game itself now.

Borrowing rather heavily from Millennium's highly successful James Pond series (especially the sequels Robocod and Operation Starfish), Harry the Haddock features probably the only fish in the world to die the instant he comes into contact with water.

The game involves him careering around various platform levels collecting stuff, all the while ensuring that he stays on the platforms, never once dipping a fin into the murky depths below, and generally rushing about having a whale of a time (unintentional weak gag).

This is one of the better examples of this month's disappointing PD crop, and it comes from a very promising programmer who obviously has a bright future in the industry, if only for his musical talents.

Game of the Month

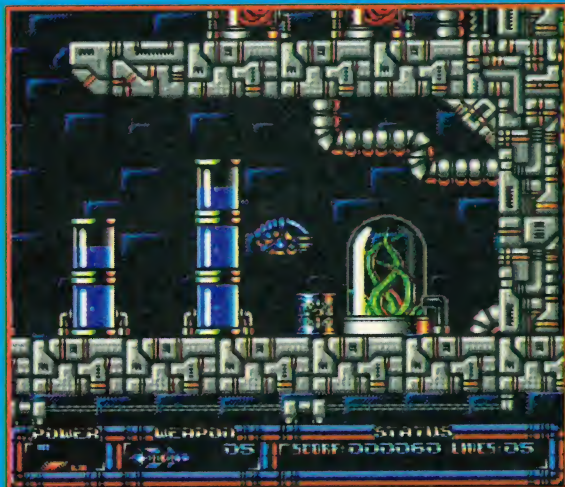
Aquanaut

F1 Licenceware

The surprising thing about Aquanaut is that it is actually quite a bit better than a lot of commercial releases. Admittedly the full price games that it betters are dire in the extreme, but we all know someone who is prepared to fork out full price for them and they are the kind of people who should be looking at this.

It's a shoot'em-up in a ship which distinctly reminds me of something but I can't for the life of me remember what. Deep Core from ICE maybe, but that's probably just down to the colour scheme. Aquanaut is actually quite good fun although it is damn tricky, and has far more substance to it than the majority of the run of the mill PD fare we're subjected to each month.

I can't tell you how big the game is because I got fed up after about half an hour (I was never famed for my patience), but it looks pretty big and therefore should represent adequate value for money.



Contacts

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17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH Tel: 0924 366982

Kevin Gallagher: 24 Bramhall Street, Cleethorpes, S. Humberside

F1 Licenceware: 31 Wellington Road, Exeter, Devon, EX2 9DU

Frontier - First Encounter

The sequel to Elite took almost a decade to see the light of day, much to the annoyance of an army of fans. However, when it arrived, it didn't disappoint and went on to thrill just about everyone who played it. Now, just over a year later, the sequel to the sequel is raring to go, and is likely to once again create a storm the like of which the computer market and **STEVE McNALLY** have never seen.



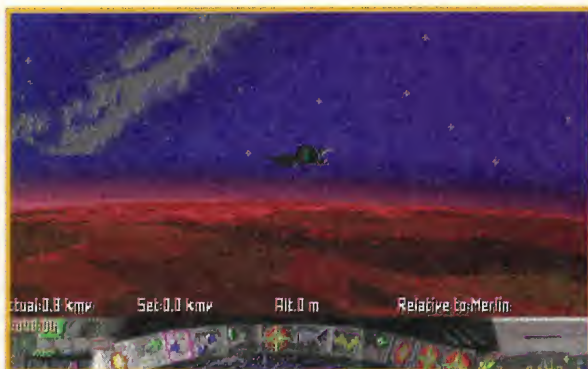
One thing that I particularly like about these games is the political consequences of your actions. In case you've never experienced Elite or Frontier, this means that the authorities in each system remember what you have done within their political boundaries. Break their laws and you'll be landed with a criminal record, but do them favours and they'll do the same for you. In other words, if you scratch their backs they'll scratch yours.



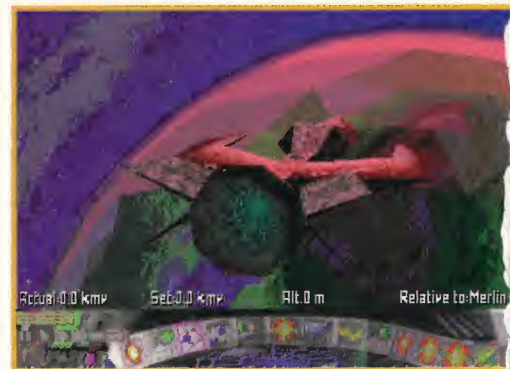
I reckon that fans of the Elite games are going to be in a bit of a quandary over this one. The original version came out in the early eighties and there were still literally thousands of people quite happily playing it up until last year. So then, does this mean that one year has been long enough for people to get fully to grips with the second game? I don't know, but if anyone is upset then they don't know when they're on to a good thing.



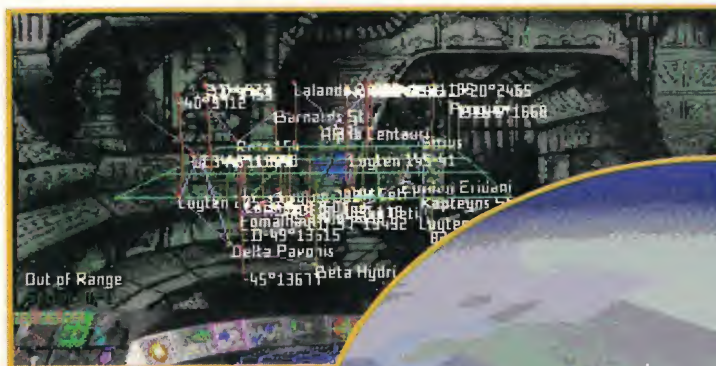
The main difference from the earlier versions is the improvement in the graphics. Whereas texture mapping proved far too time consuming a process on the Commodore machine when Frontier was released, a new technique has been employed that will allow graphics of a much higher standard to be utilised on just about every machine.



The whole gaming system has been overhauled and improved, with a host of new features being crammed in simply to beef up the gameplay. This will no doubt mean that people will struggle even more to get to grips with First Encounters, so you can expect to see a flood of game guides and playing tips in computer magazines over the coming months.



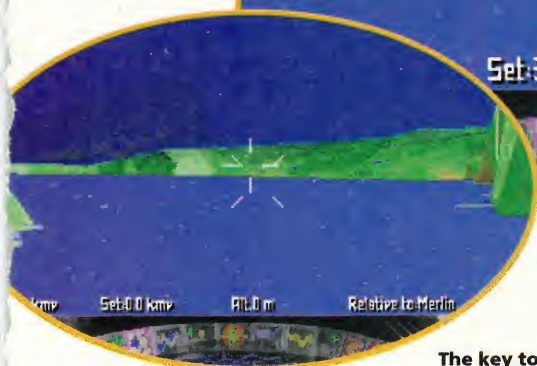
It seems strange that Frontier took nearly a decade to complete whereas First Encounters has been taken from start to finish in little over a year. This could make you suspicious that this is a rush job or even a rip-off with little in the way of new features or options, but when you consider that around a dozen people have been working on it virtually non-stop for nearly twelve months, you can appreciate just how much work has gone into it.



We feel we must point out that the images you can see in this blueprint are taken from the PC version, but you may already have guessed that, or at least been suspicious. We can't say at this stage how the Amiga graphics will size up in comparison, but the odds are stacked favourably, and the addition of texture mapping should ensure that a vast improvement on the earlier games is instantly noticeable. Not that they were bad in the first place of course.



Frontier: First Encounters is without doubt the next big event in the Amiga's future, and let's be honest, they don't come much bigger. If this was a console release it would warrant mass publicity in the form of TV adverts and bill board campaigns.



The key to the popularity of the Elite series has to be its ability to appeal to every faction of the gamesplaying world. There is more than enough action to satisfy speed freaks, and there is plenty of strategy and involved planning to satisfy the blandsters as well. This combination has seen continued success for David Braben (and originally of course, Ian Bell), over a period of more than 10 years.

First Encounters should hit the shelves in around two or three months time. As you might expect, the game has been exceptionally well programmed, with an entire universe comprised of millions upon millions of square miles of space somehow crammed on to no more than three disks. It will also feature in-game artwork by the acclaimed artist Danny Flynn, well known to regular readers of this magazine.



Some of you may be under the impression that you need to own the original Frontier game to play First Encounters (ie this is nothing more than a data disk), but Gametek are very keen to stress that this is definitely not the case. Absolutely anyone can play this game (as long as they own an Amiga of course), irrespective of whether they own both Elite and Frontier, or have never clapped eyes on either of them.

Project Frontier – First Encounters

Publisher Gametek

Team Frontier Developments

Release May '95

Inspected by Steve

Angst

We thought the Amiga was supposed to be non-existent outside Britain. So what on Earth is a Canadian company doing making games for it? And ones that look this good too.

As far as we're concerned it's just not on. DEM Software are in the process of producing what they hope will be an Alien Breed 3D beater. They've got what is undoubtedly a massive job on their hands, but from what we've seen so far, they seem to have got themselves off to an excellent start. Keen to bring you the first look at Angst, we sent along a surprisingly enthusiastic **STEVE McNALLY** who couldn't resist a peek.

In May of 1993, Angst programmer Jim Georgeadis spent an evening absorbed in the movies Alien and Aliens. Inspired by what he calls 'the pulse-pounding action' of these films, he started work on a computer game that he hoped would involve the player in a similar atmosphere. Over two man-years of work later, Angst is almost ready for production and Jim is very close to realising his dream.



Angst is a first person perspective space RPG that smoothly scrolls the star of the game (although not with full control through 360° as in AB3D), through the dank, dilapidated hallways of a derelict cargo freighter. 16 massive levels stand between you and any possibility of escape so you'll need your wits about you at all times.

"With a roar of insatiable hunger, a predator's sinuous head snakes around the corner, its rending fangs exposed. You spin and flee in a panicked frenzy, desperately hoping not to seal your fate by racing down one of the many dead-end corridors that wind through the ship..." Just a taster of the atmosphere created by Angst. Scary stuff.





The star of Angst is a simple cargo lift operator who, through strange circumstance, awakes on a cargo freighter to find the rest of the crew murdered and an invasion force of aliens on board. Many of the ship's systems have been damaged, and as a common dock worker, you have limited access to important areas. Somehow you must find a way to freedom or suffer the same fate as the rest of the crew.



The game is essentially mouse controlled with movement made by clicking on a set of arrows on the right of the screen. However, you can also use either keyboard or joystick to execute your commands, and from what I can tell there is very little to choose between them other than personal preference. There will also be some essential keyboard controls but these will be kept to a minimum.



The alien invaders on board the ship were produced by digitising and rendering with a 3D package called Imagine. Incidental game graphics, special effects (such as fog, steam and fire), and the many animations were also produced using Imagine. Initially an A1200 was used to model the ships and scenes, but work had to be moved to IBM compatibles as the scope of the project grew.



Initially, all graphics for the game were to be hand drawn, but four months into the project a Video Toaster (a very expensive piece of hardware used for drawing fancy pictures, not warming up bread products), was secured and hence used to render all the wall graphics. In mid-1994, Don Kittle, a graphic artist, was brought in to take care of all artwork other than the walls. Angst was beginning to take shape.



Bland technical detail time. There are eight sets of different wall graphics in the game, which will only run on an Amiga with 1 meg of chip ram and another 512k of additional ram. Angst will ship on eight floppies and will obviously be hard drive installable. DEM is currently investigating the possibility of a stripped down version that will run on a standard 1 meg Amiga, so we'll keep you posted on any developments.

Angst is, unfortunately for DEM Software, probably going to appear around the same time as the headline grabbing Alien Breed 3D, and that will undoubtedly steal much of the limelight. This is a shame because, although Angst doesn't have as many technological advancements as the Breed game, it will appeal to different people even more, especially roleplaying fans such as myself.



Project Angst

Publisher DEM Software

Team In House

Release April

Inspected by Steve

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The Speris Legacy

When a game appears right out of the blue, there can be a tendency to overlook it a little – regular readers may recall the minimum of fuss with which Gremlin's *Shadow Fighter* appeared a couple of months ago. However, just because a game hasn't had the hype of a *Mortal Kombat* doesn't mean it isn't any good. A company of the stature of Team 17 normally advertise their forthcoming products many months in advance, but *The Speris Legacy* is very definitely the exception to this particular rule. **PAUL McNALLY** is a sad soul who is usually taken in by even the slightest amount of media exposure, so we thought it would be safe to let him check out this latest Zelda clone.



Watch out for the next issue of AA when we'll bring you another exclusive demo to follow this month's wander around'em-up. You've already seen how it works but next month we should have an actual mission from the game for you to get to grips with. Don't miss out because we promise it will be something special.

With a release date set for May, Binary Emotions still have a bit of time left to make all the changes they deem necessary. But from what I've seen already, *The Speris Legacy* is set to become one of the best Amiga games of the year. Things are looking rosy for Team 17 with this and *Breed 3D* on the horizon.



If you're reading the magazine from cover to cover (you poor deranged soul), you'll have come across the coverdisk pages already. So, you'll know that the demo you have in your possession is the first of two that we'll be bringing to you. The finished product will feature an overall quest to defeat the bad guys along with lots of mini-missions. These will require you to carry out such tasks as bringing objects to people who will give you other key objects in return.

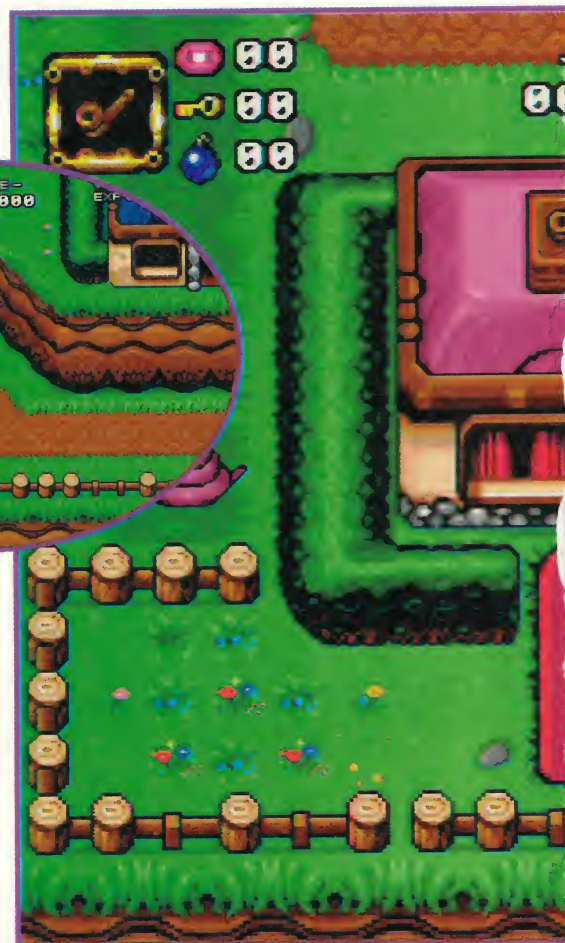


The Speris Legacy



A brief chat with Andy Jolly and the boys down at Binary Emotions revealed one or two exciting secrets. Initial plans involved producing the game as a platformer, but as time progressed they realised it would be possible to make a Zelda clone and thus fill a gap in the Amiga marketplace.

I asked if there were any specific problems that had been encountered during the programming of the title. It turns out that keeping up the speed and smoothness of Cho, the main character, has proved a constant thorn in the side of the programmers, who are desperate to eradicate any kind of slowdown whatsoever.



A brief skim over the contents of these pages will no doubt open a few people's eyes. If you've got a Super Nintendo or have a friend with one, then chances are you'll have seen Legend of Zelda. Well, The Speris Legacy takes, shall we say, a certain number of influences from this console classic and brings them to the Amiga for the first time.

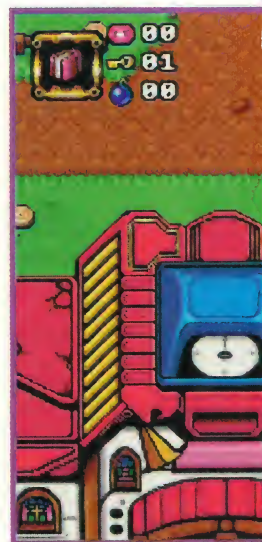
The Speris Legacy looks like Zelda, plays like Zelda, and to all intents and purposes is Zelda. The fact that a game like this is as good as it is is a triumph for all concerned. There is so much to do throughout the game that the Amiga public will lap this up, and rightfully so.



The book is entitled: 'A concise history of Gilliards Rhine.' It has text, diagrams, maps and pictures relating to the village.



By the time the finishing touches have been added to the game there'll be plenty of characters to talk to and virtually everything will be examinable and openable. Chests will have to be searched for better weaponry and other goodies that will come in handy. You know, all the usual adventure stuff.

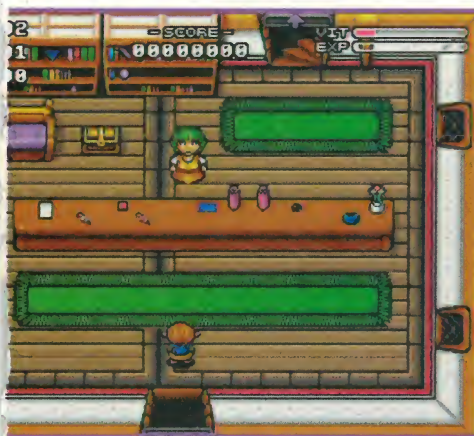




As you can see from the screenshots, colour has been lavished on the scenery and the game does look very console-like. As for the plot, well it's a bit sketchy at the moment, but you take on the role of young Cho desperate to rid his village of the evil that has recently arrived. Expect a fairly difficult quest.



If the problems of slowdown on an A1200 aren't enough, the boys have to get an A500 version ready for the same release date. But they aren't worried. By knocking down the number of colours and making a few other minor tweaks they reckon that everything will be sorted out in time, and with no real loss of speed.



A quick visit to the local hostelry may provide some useful information as to the whereabouts of a certain piece of equipment necessary to complete one of the sub-missions. It may be as well to have a poke around in that little chest behind the bar because you never know what you will find if you look hard enough.

At this moment in time, all the options have yet to be finalised, and you'll probably have noticed that some of those in the coverdisk demo are not functioning at present. Don't worry about this. By the time all the finishing touches have been added, The Speris Legacy should turn out to be something to look out for, especially if you like a good Amiga adventure game.



The Speris Legacy has been in development for just over six months and Team 17 are extremely glad to get their hands on it - Witchwood (another similar game), has had the Amiga version shelved and will now only be appearing on the PC. So, the Wakefield lads are pretty lucky to be striking the first blow against Krisalis' Legend which is also due out soon.

Project The Speris Legacy

Publisher Team 17

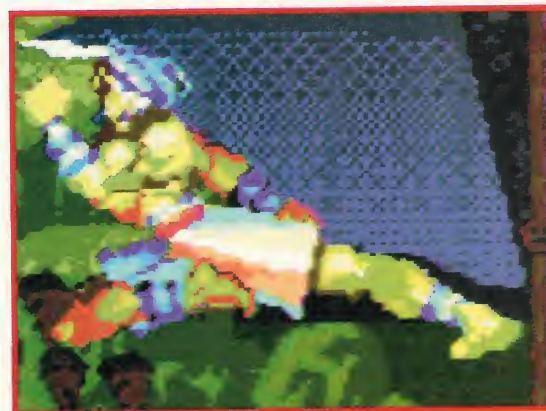
Team Binary Emotions

Release May '95

Inspected by Chicken

Kwok's game

Beat'em-ups are something akin to buses just at the moment. You wait ages for one to come along, then as soon as you get on it you realise you've taken the route that circumnavigates most of Eastern Europe, and that it's full of single mothers taking their sickly, crying babies to the doctor, and there's only one space to sit down, and that's next to some bloke who looks and smells as if he spent last night sleeping in a vat of rotten sprouts. Er, oh – and they all seem to come along at once too. And as **PAUL ROUNDELL** is keen to point out, this first commercial effort from a technologies student, is one of them.



'Kwok's Game' is not the moniker under which this effort will be released. That's up to you, as outlined in our 'Name a Game' competition from last month. So, the more imaginative you are, the better the name it will have. Kwok Man has been brave for a first time programmer, and intends to introduce a number of new features into what he hopes will become a well received game.

Unless dramatic new techniques in data compacting are unearthed in the next week or so, the game will be a CD32-only product due to its size. Kwok appears loathe to do anything by halves, and has opted to include 32 game characters as opposed to the usual 16 or less. As usual, each character has his or her own distinctions and special moves. The game has been programmed with ease of use in mind, and the special moves are easy to find and do. On top of these are Super Moves, accessible only when your fighter has pulled off an impressive combination – kind of a finishing flurry sort of thing.



Kwok is an avid and unashamed Streetfighter II fan, and looked closely at his fave console game before embarking on this project to see what he could learn from it. "My friends and I spend a lot of time playing SFII," he told us, "and the idea of this game is to try and incorporate a few features we would like to have seen included in that." Kwok's main intention is to program a game that he himself would like to play.



The fighters have four distinct variances in terms of, well, hardness I guess. But with increased skill comes increased complexity, meaning that the tougher your fighter, the more difficult it is to find his moves. Also to be included is the incredibly simple but ingenious Seesaw Fight. Instead of two power bars there is only one, its colour split in two at the beginning. Inflict a wound on your opponent and the bar's colour takes on more of your shade, but should he wound you back, then it's back to the middle. Theoretically, the Seesaw match could go on for hours if the opponents are equally matched.



Project Kwok's Game (kind of)

Publisher Thalion

Team Kwok Man

Release April '95

Inspected by Paul

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If there's one thing you can't accuse Gametek of lacking, it's diversity of product. From *Frontier* to *American Gladiators*, they've been quietly making their mark on the Amiga over the last couple of years, and once again they've decided to take a new direction, this time with another offering in a long line of Amiga puzzle/strategy games. *Baldies* is the name, and domination of a cute cartoon world infested by comedic chrome domes would appear to be the game. **PAUL ROUNDELL** polishes up his slaphead in alopecia-like anticipation.



If there was any doubt whatsoever as to the origin of the title, then it is surely hereby dispelled. The little bastards haven't got a decent head of hair between them, but this is of course no obstacle to Baldy world domination. There are six Baldy types in total, each with their own special skills which come into play depending on what you want to achieve.

Baldies

The aim of the game is to dominate the Baldy world by ridding it of enemy tribes - you will be able to do this in a number of ways. You have at your disposal, builders, soldiers, inventors and so on, and to begin with, just a few very basic places of shelter. The idea is to have sufficient homes to house all your men, and for these places to be secure enough so that your shine-topped heroes can work on whatever task they have been allotted.

Your Baldies aren't the only follically challenged beings to inhabit the strange planet they probably call home. Enemy slappers are always close by to make your job tricky. Although the gameplay still needs considerable work, most of the graphics are in. And see this room thing here? Well, this is where your Baldies will do their work once you have established a plan of action. But why would you need a plan of action? Read on, and find enlightenment.



Certain Baldies (and definitely the enemy ones), are able to traverse obstacles such as water if they have advanced to a sufficient technological level, and this is where the comedy strategy element comes in. Baldies can be deposited in trees so that they can surprise any enemy advances with sneaky ambushes, whilst others are able to advance upon enemy territory in an attempt to capture it. The rest of your Baldy tribe are best utilised staying behind to defend the land you already have.

The Wooded area is the first of the numerous graphical worlds, later to include Egyptian, Futuristic, and, er, Mushroom. As you may have guessed with a game of this nature, taking control of these strange lands becomes progressively more difficult as you progress. Baldies are moved around by literally picking them up and dropping them at a desired point. Each one has his own space in the constructions you have, and as time passes, each will become more proficient at his job.

Project Baldies

Publisher Gametek

Team Creative Edge

Release April

Inspected by Paul

Final Over

Cricket eh? What are all these sims of this fine traditional sport doing cropping up so regularly at the moment? It beats us. First there was Audiogenic's neatly moustached and sparrow-legged Graham Gooch's *World Class Cricket*, and then there was ITS *Cricket from Grand Slam*. And now, Team 17 are the latest to bring their challenge for the ultimate cricket simulation forward. With sprites that look as though they're fresh from *Sensible Soccer*, will it be as realistic as the real game or as repetitive as cucumber sandwiches? Andy Sharp checks out the wicket.

For all you statistical freaks out there, there is a comprehensive scorecard which will appear just as you would see it on the telly. In fact, as far as stat-fests go, they don't come much more comprehensive than this. What more could one ask for?



As you would expect, there are several varieties of match to choose from, ranging from a one day slogerama to a traditional five day test. This gives the player the freedom to play for as long or short a time as they please. As much detail as possible is going to be crammed into *Final Over* in the hope that it will become the most popular, playable and realistic cricket sim available. And guess what? It's going to sell for the knock-out price of £12.99.



Final Over is hoping to become the most comprehensive cricket package available, incorporating plenty of options and some surprisingly simple gameplay. An overhead view allows you to see a greater area of the field, thus allowing you to suss out your fielding positions easily.

Project Final Over

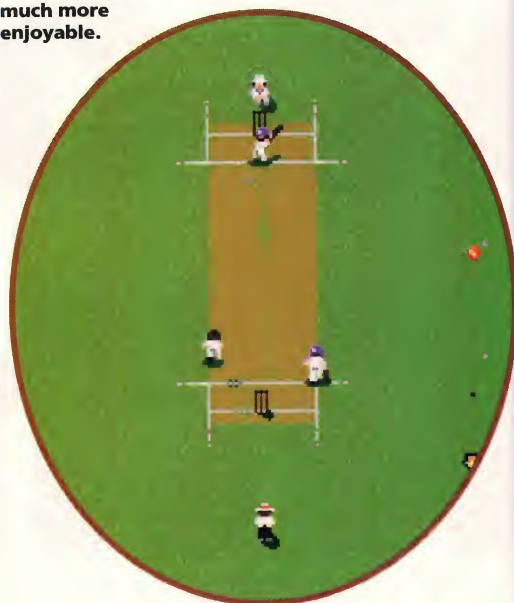
Publisher Team 17

Team Alan Carter

Release Summer '95

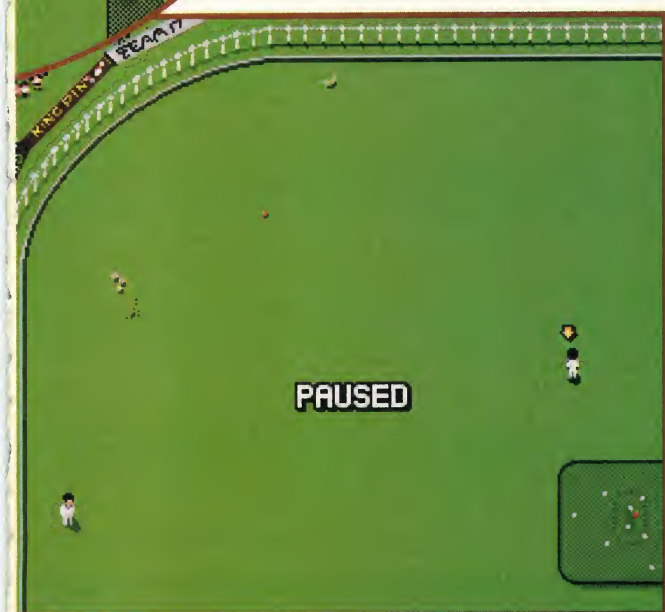
Inspected by Andy

r The look of Final Over is much less impressive than Gooch or ITS, but its simplicity is one of the major plus points. Rather than making it the best-looking cricket game on the Amiga, the emphasis is placed firmly on keeping every aspect as playable as possible, hence making the whole experience that much more enjoyable.



Continuing Team 17's recent trend in arcade sports sims, Final Over follows King Pin and Arcade Pool in a fine attacking stroke on to the Amiga. Looking eerily similar to the Sensible Soccer sprites we have come to know and love, the players are admittedly pretty tiny, but this is to allow the gamester a wide view of the field of play.

This attempt at the ultimate playable cricket sim adheres strictly to the rulebook – there's no arguing the toss here. One thing you will have to learn to live with is the umpire's decision. He may make the odd dodgy call, but even that's realistic. After all, they're only human, and Dickie Bird's hardly the sanest individual on the planet is he?



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Win some of the most exclusive merchandise available. Or alternatively, end up with a useless piece of tat

Team 17 are gearing themselves up for a bit of a prolific spell at the moment, with about 12 dozen projects seemingly on the go. Well, four, at any rate. The amazing Alien Breed 3D, the turbo-rific ATR, the preposterously titled Pussies Galore and the wriggly Worms should keep action, racing, platform and, er, worm fans happy for months when they make their way into the shops at various stages of 1995.

For now though, satiate your desire for fruit of the Teamsters' loins by winning (possibly!) one of four fabulous (and a further four not-so-fabulous), game-like derivatives.



WORMS – Win an amazing and exclusive framed, signed and personalised piece of hermaphroditic artwork worth over £300!

Runner-up receives a load of soil from the lush Team 17 gardens, beautifully presented in a Morrison's carrier bag. It may or may not contain worms.



ALIEN BREED 3D – Win 10 videos with the word “Alien” in the title, including the brilliant Alien trilogy, worth around... well God knows, but worth a lot at any rate!

Runner-up receives, um, a crushed Cadbury's Creme Egg, because as the knowledgeable Team 17 so rightly point out, "Aliens come from eggs." Hmm...



PUSSIES GALORE – Win a pair of rock-hard, never-wear-out, sturdy as a bugger, pair of multi-award-winning Caterpillar boots, as worn by our very own art floosie Fiona, and be the envy of your poxy Doc Marten-saddled mates!

Runner-up receives a tin of Prime Cut rabbit flavour Whiskas, as preferred by eight out of 10 cats (whose owners expressed a preference).

fourplay Team 17!

How does it work?

Answer the questions below and send your entries in by the date on the coupon, remembering to include your shoe size in case it comes about that you should be blessed with the boots. Four lucky winners will be drawn and the prizes dealt out randomly, and a further four randomized winners will each receive one of the special Team 17 useless pieces of tat. Thank you.

The Questions:

1. Name the female baddy from the James Bond film, Goldfinger.

- a: Pussy Galore
- b: Fanny Aplenty
- c: Wall to Wall Toot-Toot

2. Worms breed by:

- a: Sitting on a warm brick
- b: Eating special tablets
- c: "Doing it" with themselves

3. Which of the following film characters was NOT an alien?

- a: Willy from out of V
- b: Willy Wonka
- c: The alien, from out of Alien

4. We couldn't:

- a: Hit a barn door from three paces
- b: Tell our bottom from our elbow
- c: Think of a car related question.



ATR – Win a top of the range, fast-as-a-bast, Tamiya remote control racing car worth over £150!

Runner-up receives a smashing used spark plug from an Astra GTE 16v. [This would be the two litre version we deduce, since the 1.8 model was outmoded in 1987 and the 16v option offered for the first time in 1989, though at the time of going to press it is uncertain as to whether the plug will be from the three or five door hatch – Bland Paul.]

A Spot of Fourplay Competition

Q1

Q2

Q3

Q4

Name:

Address:

.....

.....

Postcode: Age:

Send your entries by April 15 to "A Spot of Fourplay Competition", Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOUR NAME IS BILL AND YOUR MOTHER HAS A BEARD DOWN TO HER KNEES

Giving The Game

Jungle Strike

PART 2 Welcome to the second part of our comprehensive guide to Ocean's helicopter shoot'em-up, *Jungle Strike*. Foolhardy Andy Sharp laughs in the face of danger and straps himself in for the dangerous battle ahead

Campaign 4

MISSION 1 Watch Towers

It's a bit dark here to be honest. It's best to ignore Mission One until much later. You can tackle this at any stage. Have a go at Mission Seven first as this will allow you to locate the extra fuel, ammo and armour.



MISSION 2 Green Beret

A bit of a joke this. Simply locate your target using your map, lift him to safety, and er, that's it really. Don't forget to drop him off once you've secured the landing pad nearby.



MISSION 3 Chopper Pads

Be prepared for some quick manoeuvring at some of the pads as the helicopters will already be airborne with their sights fixed on shooting you out of the sky. Use a powerful weapon and retreat backwards while blasting away as they head straight towards you.

MISSION 4 Scientists

This mission is pretty much identical to the next one. It's a simple stroll in the park compared to some, so enjoy it while you can. Just blast the underground pits open and lift the prisoners to safety. If there are a few soldiers scattered around blast them away first.



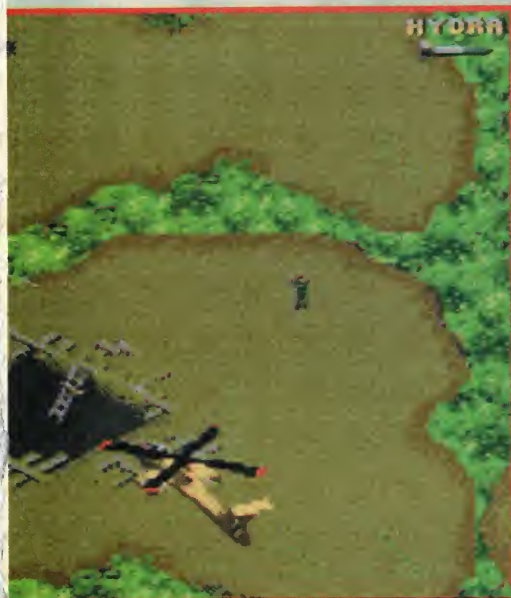
MISSION 5 POWs

Relatively simple to execute if you pay close attention to each and every location. If you're feeling particularly hurried you can also tackle the rescue of the scientists at the same time. As you will know by now, your helicopter will only carry up to six people at once, so you will have to drop them off at the captured airfield.

MISSION 6 Weapons Plant

The weapon plants all need destroying quickly and without too much fuss. This is





Believe me you'll find this whole campaign much easier to complete. It's really up to you where you go from here, but Mission Six is the closest and one of the toughest, so it may be wise to tackle that one next.

Campaign 5

GENERAL TIP 1

Bye Bye Buildings

Blast just about every building you come across as there's quite a bit of fuel, etc hidden inside them. Once they have been uncovered you can then see them flash up on your map screen.

GENERAL TIP 2

Extra Life

There's an extra life situated in one of the buildings immediately above the UN Headquarters. Be careful not to blast it away, you may not live to regret it!

GENERAL TIP 3

Motorcycle Madness

Make sure you locate the motorcycle as this is necessary to destroy the Armoured Cars in Mission Five of this campaign.

MISSION 1

UN Rescue

There are three buildings which need to be destroyed to release the hostages inside. Unfortunately, due to the limited number of passengers you can carry, this will mean travelling to the UN Headquarters on several occasions. Shoot the Drug Baron's cronies who are shooting at the UN soldiers outside the headquarters to make the area safe.



MISSION 2

Drug Plant

Blast away at these buildings but be careful not to shoot all the people inside. Some of them (namely the ones who don't shoot at you), can be airlifted for an extra bonus. Other than this, feel free to use extreme violence to your heart's content!



MISSION 3

Counterfeits

The counterfeit money makers are to be put out of action permanently by your own fair hand. Isn't drug dealing getting them the cash they need? Surely such a large drug dealing ring would have more than enough money! We'll just put it down to greed then. Remember to lift the wavers to safety or you'll lose this level and have to begin again.



easier said than done. There are vast numbers of buildings and guns to be destroyed along with the aircraft on the production line. This is a BIG section of the campaign, and the remainder is quite simple compared to this testing mission. You have been warned.

MISSION 7

Commander

Capture the enemy commander to learn the locations of each ammo supply, armour repair and replacement fuel.



Giving The Game

Jungle Strike



MISSION 4

Power Grid

Dead straightforward. Simply blast the pylons away to put the enemy communications out of order.

MISSION 5/6

Armoured Cars/Detonators

Note where the motorcycle is situated earlier and land your helicopter on the pad next to it. Then use your map to locate the five armoured cars. Once you get close they will start moving. Try to keep ahead of them and away from their guns, as they're extremely powerful. Drop a mine in their path and it will destroy the vehicles with the greatest of ease. You can then collect the detonators they leave behind. Luckily you only have to collect four of these. Now head back and collect your helicopter.

MISSION 7

C4 Explosives

The explosives you will require in Mission Eight of this campaign are inside this building. Simply blast it away and take what you need.



MISSION 8

DL's War Room

The hard work is over now and it's a small flight to the Drug Lord's War Room. Travel around blasting the enemy armoured cars away, then land outside while your co-pilot goes inside and plants the explosives. Collect him again after clearing the area of foot soldiers and head back to the start of the level.

Campaign 6

MISSION 1

Wild Bill

It's certainly not very jungly in this stage. It's a little snowy to be honest, but even this isn't too difficult a task. Ignore this stage until you've done Mission Four.





MISSION 4 Soviet General

Rescue the Soviet General before tackling any of this campaign because if you aren't careful you'll use all the space up inside the 'copter when you rescue Wild Bill and his buddies in Mission 1.



MISSION 6 Power Lines

This is a little trickier than the level before as it involves blasting several buildings away in the enclosure. This will be made more difficult by tanks, soldiers and gunners who are out to get you. It's best to destroy these first before tackling the buildings.



MISSION 2 Radar Sites

Easy peasy. Locate the bad guys on your map and blast them away. Watch out for the odd tank etc, but don't worry too much as they won't put up much of a battle against you. Happy hunting.



MISSION 3 Missile Depot

Luckily all the targets here are situated next to the radar sites, so it's little more than a practice session. Destroy the tanks and other weapons first to leave you no opposition as you blast the buildings containing the missiles, followed by the missiles themselves.



MISSION 5 Launchers

You should have collected the Soviet General by now if you've been following this guide closely, and he will have given you the relevant information for this mission. The exact locations for all the launchers can be found on your map. Some may have protection in the form of tanks, but with a little caution these can be destroyed in no time.



MISSION 7/8 Fortress/Warheads

Tackle these two missions together to prevent wasting time going over old ground. The underground fortresses need to be exposed after you've located them all. They are given away by the fact that they are always close to a snow drift. Blast the roof open and shoot all the foot

soldiers and vehicles inside to reveal the deadly warheads. You can't afford to destroy more than one warhead in total or you'll have to return to the beginning of this campaign again.

Check out next month's issue for the final part of our Jungle Strike guide.



Jungle Strike

Giving The Game

Shadow Fighter

Shadow Fighter. The best beat'em-up on the Amiga? Many of you think so and just for you, here's a comprehensive guide to all the special moves, cheats and er, other stuff that is cunningly hidden within the game, including the opportunity to fight as Puppaz, the macabre training mannequin, and the mighty Shadow Fighter himself



NAME: CODY
NATION: USA
SPECIAL MOVES:
Kuto Kick - A
Fast Punch - F
Flying Power Kick - G
Kuto Fireball - D



ACCESSING THE CHEAT MODE

Type the following codes in on the selection screen:

TEREKAKKU

Gives you unlimited credits

PARAPONZIPOPO

Allows you to fight as the macabre Puppaz

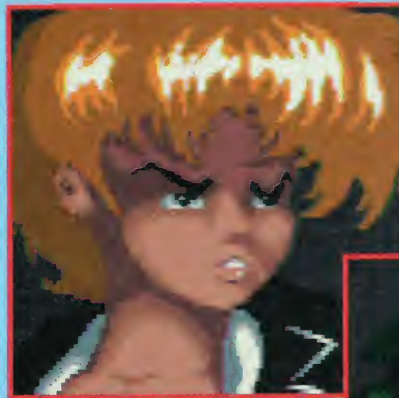
MBARIVIDISOCAFFARIMBARI

Lets you fight as the mighty Shadow Fighter

If you're absolutely hopeless there's even a special cheat just for you:

EBBRAVOSECCU

Type this in at the start of each round and your opponent will lose all their energy



NAME: YURGEN
NATION: Germany
SPECIAL MOVES:
Gun Fire - D
Power Fist - C
Earthquake Fist - A

NAME: ELECTRA
NATION: Denmark
SPECIAL MOVES:
Electric Body - F
Power Launch - C
Earth Power Energy - E
Electric Boomerang - D
Double Kick - H
Spinning Jump - G



NAME: KURY
NATION: Tibet
SPECIAL MOVES:
Power Smash
Fist - D
Body Drop - C
Rock Roll - G
Spinning Fire
Hand - E

Special Moves

There are nine different joystick combinations and each will pull off a special move.

These are coded as follows:

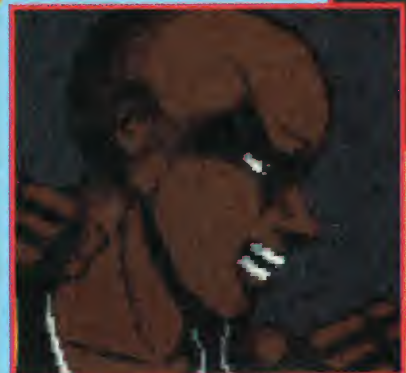
- A - Forward, Down / Forward, Down + Fire
- B - Backward, Down / Forward, Down + Fire
- C - Down, Down / Forward, Forward + Fire
- D - Down, Down / Back, Back + Fire
- E - Down / Forward, Down, Down / Back, Back + Fire
- F - Rapid Fire
- G - Back, Forward + Fire
- H - Down, Up + Fire
- I - Jump, Down / Back + Fire

The special move activated by these codes obviously varies from fighter to fighter, so we've also included a comprehensive list of all special moves and how to get them



NAME: PUPPAZ
NATION: Taiwan
SPECIAL APPLICATIONS ARE:
Bowling Ball
Buzzing Saw
Electric Fence Force
Flame Thrower
Jack-In-The-Box Punch
Head Bomb

NAME: SLAMDUNK
NATION: Denmark
SPECIAL MOVES:
Jumping B-Ball - C
Spinning Fire Kick - H
Speed Attack - G
Spinning Fire B-Ball - D
Head Spring Kick - B





NAME: SORIA
NATION: Belgium
SPECIAL MOVES:
Spinning Roundhouse Attack - D
Flying Kick - G
Double Drop Heel Kick - J



NAME: KRHOME
NATION: Unknown
SPECIAL MOVES:
Liquid Silver Attack - D
Melting Body - E



NAME: LEE CHEN
NATION: China
SPECIAL MOVES:
Fire Handspring - H
Fist Of Falling Sun - C
Fire Fist - D
Fury Kick - F
Falling Nunchaku - A



NAME: TOP-KNOT
NATION: Thailand
SPECIAL MOVES:
Fast Fire Somersault - D
Spinning Kick - A
Power Combination - E
Speed Elbow Smash - G
Hangman's Uppercut - H



NAME: SALVADOR
NATION: Spain
SPECIAL MOVES: Spinning Powerball - C
Turning Flip Kick - H
Flash Panther - G



NAME: SHADOW
NATION: Unknown
SPECIAL MOVES:
Unknown

NAME: OKURA
NATION: Japan
SPECIAL MOVES:
Electric Sword - F
Spinning Blade - C
Thunder Power - J
Steel Sword - A
Teleport - A



NAME: MANX
NATION: Unknown
SPECIAL MOVES: Fire Hands - A
Cutting Claws - C
Rolling Claw Clash - G
Tiger Pounce Attack - D
Falling Angel - I



NAME: TOSHIO
NATION: Japan
SPECIAL MOVES:
Fireball - D
Speed Dragon - E
Dragon Uppercut - H
Dragon Kick - C
Circle Of Fire - A



NAME: YARADO
NATION: Mexico
SPECIAL MOVES:
Electric Speed - E
Spirit Power - D
Electric Body - F
Electric Splash - J
Spinning Arms - G



NAME: FAKIR
NATION: Pakistan
SPECIAL MOVES:
Genie Hurricane - D
Mystery Fire - C
Teleport - E
Magic Carpet - A



NAME: TONI
NATION: Italy
SPECIAL MOVES: Burning Uppercut - A
Spinning Fire - E
Flame Kick - B
Massive Uppercut - H

Shadow Fighter

Giving The Game

Dreamweb

PART 2

Hack, slash, shoot, disembowel, kill, kill. That seems to sum up Dreamweb quite nicely thank you. So, if you've still got the stomach for more blood curdling murder and mutilation, refer to part two of our Over-18's only guide

Is This The End? I'm not Sartain

If you remember where we were last month you should have just killed the second murderess, the Army General. Carrying on from here, you will enter the Dreamweb. Remember to speak to the keeper of the web. Once you have done this you must locate the crystal before you can leave. It is at the bottom of the map in the centre.

You will find yourself outside Sparky's. Go back to Eden's. Open her door using the keypad to the right. Enter the number - 2865. Go to the lift and use the controls. You will now find that Eden is in the bath.

Walk to Eden's bedroom. Examine the diary/organiser on the bed and use it. You will be given information regarding the address of a certain Sartain Industries. Go to Sartain Industries on the travel screen.

Go up to the door and enter the code from the cartridge (7833) on the keypad. Walk into the building and open your inventory - use the gun. Go left and enter the lift. Use the controls. Once in combat open your inventory, examine and use the crystal. Walk down. Examine the briefcase. Open it and

take the papers from inside. Examine these papers - you now know where to find Underwood and the chapel. Enter the small room to the right before going up the stairs and on to the roof.

Go left on to the helipad. Use the gun to explode the helicopter. Dream number three will take place at this point. You will wake up and find yourself in the car park. Find the van with the tarpaulin in it and take the wire cutters. Go to the chapel's house. Use the wall to climb over it and look around - you find a cartridge containing information on the church.

Boathouse Blues Up the Junction (Box)

Use this in the Network in your flat. It needs a password - SEPTIMUS.

You'll then find out where the church is. Go to it. Use the wrench on the chain on the gate. The chain will break and Ryan will push the gate open. You will find the big doors at the front of the church locked so leave here for now. Go to the Underwood's boathouse. Examine the pipe in the water and use it with a cup or a bottle. Pick up the railing that you find on the sand.

Walk right and you will find yourself by the boathouse. If you try and use the balcony, the security system will be activated and will kill you. So steer clear of this.





Examine the metal plate in the top left of this location. Use this metal plate – Ryan brushes the sand off to reveal an electrical junction box. Use the metal plate with the railing – Ryan will open the junction box. Use this with the cup (or bottle) and the security system will be destroyed. You can now use the hole in the balcony to climb up. Use the hole in the windows to enter the boathouse.

TROLLEY DASH

Richard Madeley

Once inside the boathouse, talk to Mrs. Underwood before shooting her! Dream number four will take place now. You'll wake up further along the beach. Now go to the church and you will find that the doors are open. Walk down until you come to the altar. Examine the altar and use it. Now examine the hole in the floor and use it. Use the tomb – Ryan pulls back the lid to reveal two crystals, a dagger and a rock. Take all of these items. In the jar by the tomb's lid is another crystal. Place these crystals in the stone design on the floor. The exit should now open up.

In the first section of the corridor your way is blocked by a stone door. At the top of the corridor is a statue – use it. Rotate the symbols to match the symbols on your Dreamweb key (found in the diary in the

box). The symbol should look like this: top half is a spiked semi-circle, bottom half is a plain semi-circle.

Push the crystal in the top of the statue. The door will now be open. The door to the bottom left has a triangular hole in it – a key hole. Go up and find the trolley. There are rocks scattered around. Collect them all (there are eight of them). Put the rocks in the trolley. Use this trolley. Ryan gives it a big push and it flies along the corridor.

The screen shakes – there is a crash and a wheel bounces back down the corridor. The door is now open. Walk down and you will find the priest. The priest has already changed from human form into something else. You will find his remains.

MADMAN'S LAIR

Old Trafford

Where the priest was there is actually a hole into the outside which leads to the subway. Get down to the track by using the ramp at the top of the screen. Walk upwards until you see a hole in the left hand tunnel wall. Walk to this and you will find the Madman's lair. As you explore he will appear and attempt to kill you after speaking to you. Fight and kill the madman by luring him underneath a passing subway train.

Ryan is then whisked off into the Dreamweb where the keeper speaks to him. Before long, Ryan wakes up in the real world to the sound of wailing sirens. Horror of horrors, he is then shot by the waiting police.

What? You mean we've come all this way to be shot by these inconsiderate rozzers. Do they have any idea what we've been through to get this far? We've saved the world from the clutches of the evil madman and all they can do is cruelly gun us down in cold blood.

Yes, that's about the size of it. Well okay, you've got to admit, at least it's different. Anyway, not to worry. That's your lot. Game over. What are you still doing here? Turn the page!



Dreamweb

Giving The Game

On the Ball

Having trouble with your sponsors?
Employing an ingrate with two left
feet and a head shaped like a 50p
who wants an extended contract?
Just generally bobbins at On The
Ball? Read on, and wear your
manager's coat with pride...

SPONSORS

Glory seekers

Before we get into things, it's important to know that young players have an important part to play. Always buy two or three very young players and try to build them up, as this is the best way to get a strong team for a minimal outlay.

If you want to squeeze more money from sponsors, you'll have to negotiate. Do beware however, because the possibility that your potential sponsor will drop out increases after every round of negotiations. So, if you only have one offer, you should accept it straight away.

PLAYERS

Workshy layabouts

If you offer the lowest possible wage there is a one in seven chance that a player will accept. Offering the highest grade ensures acceptance. You cannot guarantee that the player will always want the maximum contract length, as younger players are interested in shorter term deals, so that when the contract ends they can ask for higher wages. Older players will want contracts for as long as

possible, and although one year contracts are advantageous for the club, they're not too popular with players, and are only accepted 40% of the time.

EARN MONEY

Sell, sell, sell!

The easiest way to get money is by transferring players abroad. Try to offer your lower grade players abroad regularly (as long as they're in good form), as with a little luck you can make very good profits indeed. Another good strategy is to constantly develop young players to grade three, who can then be sold for a reasonably high price.

Make sure that your wages are within reasonable limits, because only a club with international successes or ultra-successful player sales can afford top salaries over a long period of time.

One tactic is to make sure you extend the contracts of the players who are in a form crisis, as they tend to ask for less money. Players who have lost points but have high wages bring unrest into the team, so try and separate yourself from these as quickly as possible.

If you have Paul Stewart at your club, try and palm him off on a first division club with a useless manager who is willing to waste 30 grand a month on him.

Name	Position	Goals	Form	Goals
Cotton	Goal	1	1	1
Dibble	Goal	1	1	1
Margetson	Goal	1	1	1
O. Brightwell	Goal	1	1	1
Curle	Goal	1	1	1
Hill	Goal	1	1	1
Lamber	Goal	1	1	1
T. Phelan	Goal	1	1	1
Edgenhill	Goal	1	1	1
I. Brightwell	Goal	1	1	1
Flitcroft	Goal	1	1	1
Lake	Goal	1	1	1
Lomas	Goal	1	1	1
McMahon	Goal	1	1	1
Reid	Goal	1	1	1
F. Simpson	Goal	1	1	1
P. Beagrie	Goal	1	1	1
Harkin	Goal	1	1	1
Rosler	Goal	1	1	1
Quinn	Goal	1	1	1
Walsh	Goal	1	1	1

PLAYMAKER

William Shakespeare

Asweeper should be experienced (30 years old is a good bench mark to go off), have a high level of skill (at least five), and be in good form (around 10). If you have a player who exceeds these limits he can be used as a sweeper. The same values also apply to the playmaker, though age doesn't come into it with him. If you don't have such a player your midfield will be considerably weaker.

FORM VALUES

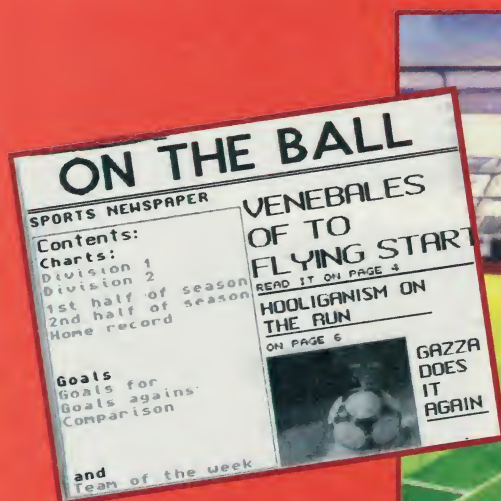
Price of a bench

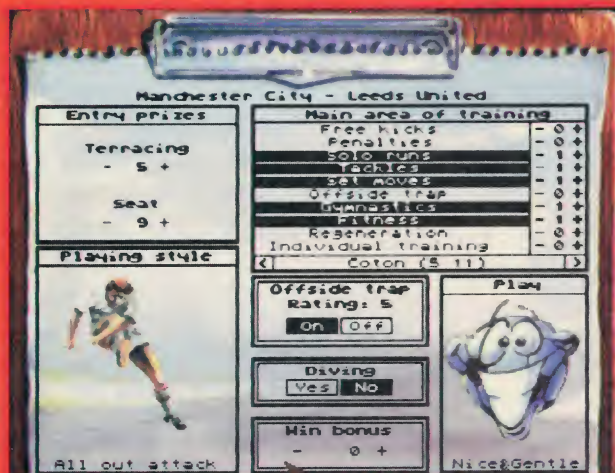
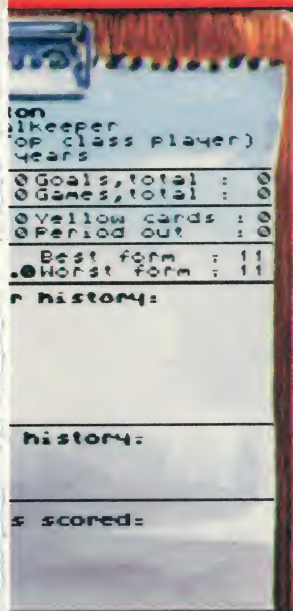
Hundreds of influences affect form points, and the following should help you differentiate a player's form factors.

If a team makes at least seven chances in a game, the midfield players will gain one bonus point. For midfield to rate a strength of more than 16, they must make nine chances, and for a strength of 24 and above they must make 11 chances. If a team makes three chances or less, the midfield will lose a bonus point. If no chances are created, each midfield player loses two points.

If the opposing team makes less than three chances, each midfield player in your team receives one bonus point. If your opponents make seven or more chances in a game, one form point is deducted from each of your midfield players.

If a forward plays four games without a goal, he loses one form point. If your





If your manager is completely incompetent he won't lose any form points, but he will buy useless players over the age of 30 in a desperate and futile bid to escape relegation, fail to buy a decent striker despite the fact the team has been crying out for one for at least the past two seasons, constantly harp on about the standard of refereeing at his club's games, and have a habit of falling out with just about everyone who joins the club.

The Brutal playing method raises the performance ability of your team by 10%, whereas playing Hard will raise it by 5%. However, a player who has already been given a yellow card will only be playing at 80% of his performance, and playing Brutal or Hard will only lead to more cards and an eventual loss of team strength.

If you set your tactics to play Fair, their performance ability will go down by 5%, and playing Nice will reduce it by 10%.

Avoid playing Hard or Brutal for long periods of time, otherwise the eventual loss of strength will quickly finish off your team. You may want to make an exception to this for difficult European ties.

And finally, here's a tip for an all-out attempt at beating the opposition.

Start with three strong midfield players and four defenders. As soon as the game begins, substitute one defender and bring on an additional midfield man. (Be careful which defender you take off because it will cost you a form point).

This new combination will produce a particularly strong offensive midfield team, and this should help generate a lot more chances.

Now away you go!

GENERAL HINTS

Resign!!!!

The fewer forwards you play in your team, the more room they will have, and therefore the greater chance of scoring. Avoid training camps when your

team is on a roll. A crash can always happen and will spoil things no end when things are going well. Normal training sessions only have an effect for the following game. Only the offside training is long term.

It is a good idea to look after your pitch well and often (at least every five or six games), as a good pitch will go some way towards preventing nasty ligament injuries among your players.

opponents score three or four goals, your keeper and defence each lose one point. If your defence is stronger than the opposition's forwards, your keeper and defence each lose two points.

If your opponent scores five or six goals, your keeper and defence lose two points. If your defence is stronger than the forwards, they will lose three points.

If your opponent scores seven or more goals, your keeper and defence lose three points, or four if they are stronger than the forwards.

A player who has played five consecutive games loses one form point (or seven games for defenders or goalkeepers). A fit player who has not played for six games loses one form point, whereas a fit player with form above 12 points will lose one form point for every match he misses.

A player who is substituted in the first half loses one form point, unless he comes off through injury. If a player is selected for individual training, his form for the next match will increase by two points when his form is less than 10, and by one point if his form is between 10 and 15. Serious mistakes by the keeper, eg back passes, cost one form point per mistake.



Giving The Game

We all know what a strategy epic from Impressions means – hours of tearing your hair out as you try to rule the roost. Rest easy though friends, for advanced techniques are at hand...

GETTING STARTED Begin the Beguine

Your first goal should be to increase the population of your first county through successful farming. As soon as you have the men to spare, build an army to guard the town cross, since not doing so will leave the county undefended.

Get involved in stone, iron or wood production as soon as you can, or save up funds to buy the resources you need. You should start production as soon as you have excess men, but you will need a decent population (at least 1000 men) before you will get much output.

Once you start production, you'll have to weigh the benefits of arming your troops with weapons first (which toughens them greatly and makes it easier to acquire new counties), or building a castle (which increases your ability to fend off enemy attacks). One thing to keep in mind is that if you plan to expand into a couple of counties quickly, you might as well refrain from building a castle until you expand your kingdom, as a castle is less useful in the centre of your empire since you are less likely to be attacked there.

Don't expand too quickly. It's important to keep each of your counties happy and growing. You can only control one group of adjacent counties; if your kingdom becomes divided because you lost

a central county, you will only control one of the remaining county groups. Therefore, keeping your interior counties happy is as important as defending your borders.

SUCCESSFUL AGRICULTURE Old MacDonald

You may find it easier to specialise in one crop type in each county. If you mix crops in one county, you will be faced with drawbacks that come with each of them, and may be more likely to be short of food at any given moment.

Each type of crop feeds people to different degrees, but each one also grows at different rates. Feeding and growth levels are balanced so that each crop type will produce the same amount of food in the long term. Therefore crop choice is a matter of style.

Use as many fields as possible without causing a decline in fertility and without requiring an excess of serfs to maintain them. For cattle and sheep, greater numbers of fields will increase birth rates and decrease death rates. However, for grain, you should only use as many fields as you have labourers to farm them.

Sometimes cattle and sheep die from old age, and no amount of farming can prevent it. This is why sometimes you will meet the "Need" number for either cattle



or sheep, but the computer will still say that one cow will die.

However, some deaths can be avoided, or countered by increased births, when you increase the number of fields assigned to that crop type.

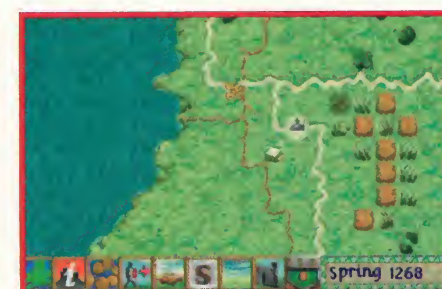
With any crop, there are events that will appear from time to time that kill or destroy some of its stores. Therefore, it's always a good idea to have a little extra food to cover these events.

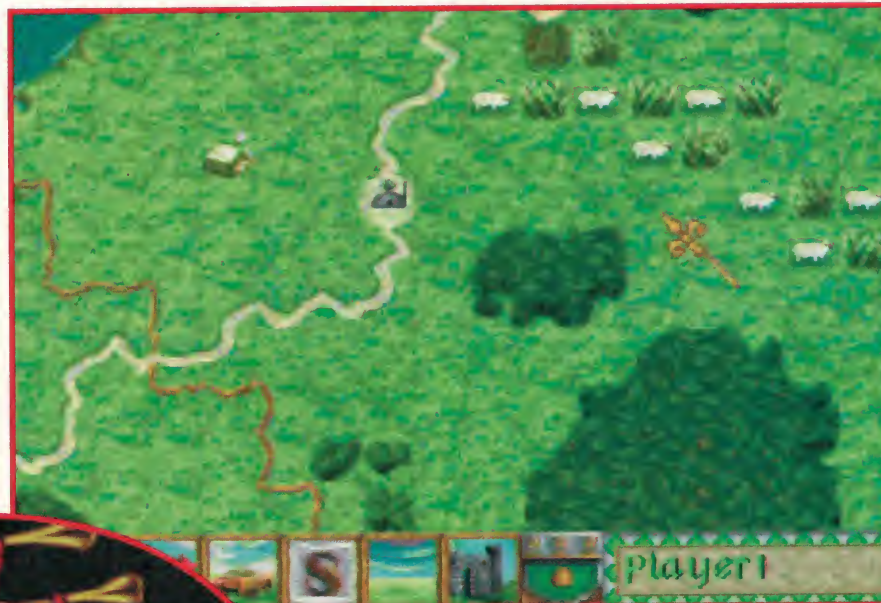
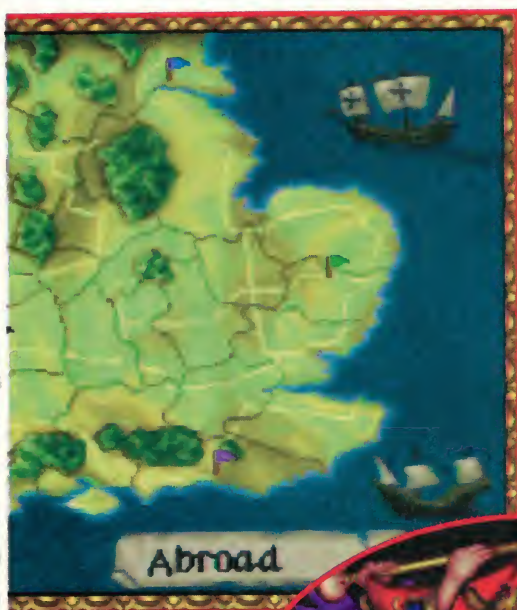
RAISING SHEEP Ewe are my Sunshine

Try not to eat your sheep. They don't give birth fast enough to replace what you would probably eat. They are a "cash crop" in that you can raise them fairly quickly and sell the wool they create for gold. Sheep are a viable food source, however, in that you can use the money that comes from wool to buy grain. Used in this way, they can feed as many people as any other crop type.

Because merchants are required to convert wool into grain, you must wait for merchants to arrive in your county (and they must sell both grain and sheep). Therefore, it's wise to build up a small stockpile of grain to hold your people through any "dry spells" when merchants don't arrive. To get a sizeable flock in a reasonable time, you may wish to buy additional sheep from a merchant.

Something to keep in mind: Sheep give birth during only one "birthing season"





per year; unlike cows, you won't see them growing every season. However, their annual birth rate is a little higher than that of cows.



involved with although it's very labour intensive. And, unlike cattle or sheep, you can build up a healthy grain "stockpile" without having to worry too much about maintaining it.

very poor). If you can lower the enemy's morale from a distance through the use of archers, you may be able to cause the enemy to rout without getting hit once. Eliminate enemy archers quickly if you can. Watch your morale.

RAISING CATTLE

I Like to Moo-ve it

Very similar to the sheep tip this one. Again they don't give birth fast enough to replace what you would probably eat, but the dairy produce which they generate each season can be very handy. So, don't kill them if you can possibly avoid it. Be prepared to invest in your cattle crop by buying more cows; the herd will grow slowly on its own.

FARMING GRAIN

Wheat a Minute Mr.Postman

Always make sure you keep some grain stored for sowing. If you forget this and miss a sowing season, you can lose a whole year's worth of food. Remember that the grain you harvest has to last for four seasons.

When you allocate labour for sowing, keep in mind whether or not you will have enough men to harvest the resulting grain. It will take 1.5 times as many men to harvest as to sow. If you won't be able to fully harvest the grain, you may want to cut back on the sowing to save on grain and labourers.

Don't overplant early on. One field can feed plenty of people, and to farm too many will hurt your fertility for little benefit. Consider using grain when you're starting out. It's the cheapest crop to get

BUILDING AN ARMY

War! Huh!

Any type of weapon will at least double the usefulness of your fighters. Build or buy weapons as soon as possible. Use maces and axes for a more aggressive army; they are better on the attack. Use spears and axes for a more defensive army.

Arm your soldiers with maces and spears if you are short on gold, as their wages will be less this way. Archers and crossbows are invaluable for whittling down foes from a distance. No moderate-to-large army should be without them. Use knights if you can afford them (and their doubled production cost).

FIGHTING A GROUND BATTLE

Underneath the Archers

Surround enemy fighters with more than one fighter (to attack from different sides). Attempt to lure the enemy into a marsh, and attack from the edge of the marsh. Use knights to outrun or flank the enemy.

Use archers at the start of a battle. Keep archers out of hand-to-hand with defending infantry, or they'll stop firing to attack (and their hand-to-hand ability is

DESIGNING A STRONG CASTLE

Slow Moat to China

Don't place the central defensive point on the outer edge of the castle; that makes it much easier for the enemy to launch infantry attacks on it. Add plenty of storage space for food and men; halls are good for this. While building, look at the info box's listings for men and food for guidance.

Castles tend to be capable of storing about two seasons' worth of food for their largest possible garrison (at normal rations); therefore, you may want to garrison the castle with fewer than the maximum men. Obviously that will make the food last longer.

Remember that a moat will buy you extra time in a siege, and requires only labour to build. Build higher walls; these will make it more difficult for the enemy to use ladders and siege towers.

Try for a concentric castle design, with the central defensive point in the middle, so that the enemy will have to break through the outer ring before reaching the inner one. You have enough room to build two separate outer rings on a castle. Most important, feel free to start with a small design and plan for later expansion. With enough forethought in the original design, you will have plenty of room to add more storage halls, a moat, or additional outer castle ring walls.

Towers, gatehouses and keeps add a defensive bonus to all fighter, ladder and tower attacks that occur within one square of them. Therefore, the best-defended castles will place these structures no

Lords of the Realm

further than two squares apart, so that their defensive areas meet.

Build a gatehouse on the castle, otherwise you will be unable to sally forth or attempt escape from a siege.

ATTACKING A CASTLE

Walls Come Tumbling Down

If you're short on manpower, start by building some weapons while keeping your army at half-rations. Then divert more people to foraging after you have the weapons you need, and reset your rations to normal.

Don't place your attackers too close to the castle, as they are more vulnerable to counterattacks by the defenders. Don't attack with unarmed infantry unless you absolutely must. Convert your fighters into foragers or builders until you can use them to man ladders or siege towers.

Plan labour as it will be needed. For example, if the castle has high walls, assign builders to catapults in the first turn. In the second turn, man those weapons to knock down the walls and assign builders to make towers or ladders; hopefully in your third turn, the walls will have been partly destroyed so that you can place your newly-built weapons on them.

Try to attack from a number of fronts at once. The castle's defenders are divided evenly amongst your attacks, so the fewer attacks you make, the more defenders there are for each one. When filling a moat, you should try to fill in an area wider than one square; larger openings allow you to place more fighters, ladders and towers on the castle.

When attacking a castle with fighters, ladders and towers, try to avoid locations that are one square away from a tower, keep or gatehouse; these three structures give the defenders a bonus when repelling your attack.



DEFENDING AGAINST A SIEGE

Er, Chanson D'Amour

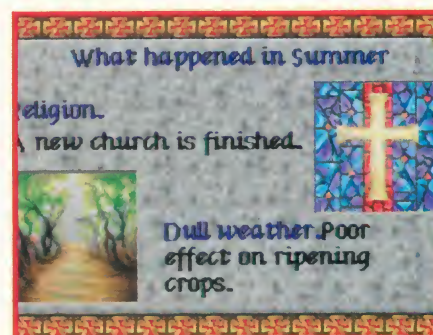
If your forces are large enough, and you placed a gatehouse in your castle, consider taking on the enemy in a battle (but be careful, as you don't know what the enemy is armed with until you attack).

If you plan on sallying forth, garrison your castle with some armed troops. If you don't, then don't waste weapons inside the castle walls; garrison the castle with peasants.

AND FINALLY

Rat-a-tat-a-tat

Make alliances to divert some players' attacks from your territory. This may allow you to



leave some borders less strongly defended – if your enemies can be trusted. Adjust your seasonal tithe only by small increments, and watch its effect on happiness carefully. If all of your counties seem to be going sour at once, try lowering your tithe.

When attacking a county, it's good to wait for a season in which there is a merchant; if you succeed in capturing the county, the merchant may allow you to repair some of the damage done in the attack. When you can afford it, you may want to build additional grain "stockpiles" in each of your counties. Then you won't have to worry about feeding any armies that pass through your lands – the grain will take care of them.



Predictably enough, the "Can-you-help-me-I'm-stuck" calls for last month's V:BTW coverdisk have been jamming the figurative Amiga Action switchboard all month. So, here to put you at ease is the solution – to this portion of the game at least...

To begin with, pick up and read the book. After your mind has devoured its contents, go right and look under the dodgy tile (the one above the plant). Pick up the Potion of Faith that you find there and walk to the left of the room until you come across what appears to be a river of fire. Drink the potion and cross the river. Continue until you come across the vaseline, then pick up the cake tin and flick the lever on the wall.

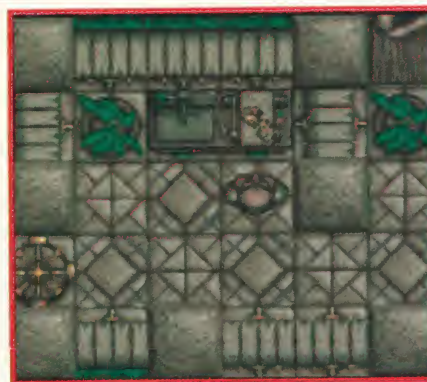
Walk through the now-open door and go left until you come across an, er, egg. No, really! Pick up the egg, then put the cake tin on the oven at the top of the room, and put the egg in the cake tin.

Walk left through the door and pick up the rusty key. Go back through the door and go down through another open door. Go left, then up until you come across a sanding machine. Put the key on the

machine and press the button on the front. You will then hear a mechanical-type whirring noise and the key will be cleansed of its rusty coating. Pick up the gleaming door opening device, then go to the room with the snail race. At the top right of this room there is a dodgy tile. Look underneath it and pick up the sugar. Go to the green helmeted Oracle who will ask you for luck, and pick up the flour.

Return to the room with the sanding machine and open the door to the left with the key. Pick up the four-leafed clover and go back to the luck-seeking Oracle. Put the clover on the altar next to him and a door will open. Walk through it and you should come across another dodgy tile. Look under the tile and pick up the playing card. Put the card on the Gambler's Tomb (which you can find in the general vicinity of the carpenter), and you will be given a snail in return.

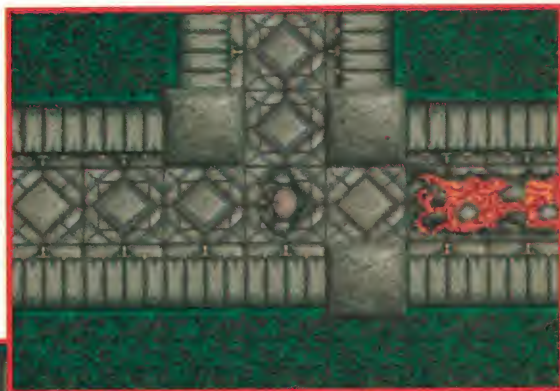
Return to the vaseline, put the snail on it, and it becomes a racing snail!



Put your sleek speedster on the snail race and watch it scoot to victory. A chest will open to reveal a Nightmare Spell, which you should take and place in front of the King's cook. The cook will now wake up after a long snooze. Put the sugar and flour in the cake tin and you should then have a cake!

Now pick up the cake tin and place it in front of the cook. She will ice it for you. Return to the room where you found the playing card and place the iced cake in front of the maid. She will give you a key in return. Go back to the cook's room and use the key to open the door at the bottom. Walk through the door, marvel at the elegance of it all, and determine to purchase the full game soon. Woo-hoo!

NOTE: See elsewhere in this issue for the chance to buy the full version of this game at a discount price.



Vainalla Before the War

Giving The Game

Small Tips

Cast your eyes once more upon the veritable feast of delights that comprise our wondrous Small Tips pages. Keep your codes and cheats coming in thick and fast and we'll do our best to print them for you

Zeewolf

We had a bit of a strange letter from someone called Aaron who forgot his surname and address, so unfortunately the huge bundle of games we were going to send him will have to end up at the car boot sale. Downer Aaron. Anyway, somewhere amongst his weird ramblings about addresses he got around to saying that if you type in FRAMPAGE in the password section you can fly a plane instead of a helicopter. Absolutely bizarre.



Sensible World of Soccer

Everybody has their own tips for Sensible World of Soccer, but one interesting theory comes from David Stiff(?) of Hornchurch in Essex. He reckons that you should play with a 5-4-1 formation and put your best striker as the number 11. Also, choose an attacker as number 10. Once the keeper has the ball, kick it to a midfielder who can kick it to the number 11. This player can run forward and curl it past the keeper time after time. It's a bit bland but there you go.

A more useful transfer tip is to sign Lee Chapman from West Ham because he's cheap, powerful and accurate. Oh, and we guess that means Leslie Ash will start hanging around your club too!

Smaller Tips

ADDAMS FAMILY

Various codes for starting points.
81Y1M - 3 hearts
V1514 - Pugsley
V919B - Fester

ALIEN BREED '92

Level codes.
XXDFA
RTHAA
LAEAA
UYTTA
PPEAB

ALIEN BREED 2

More level codes.
2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.
1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BOBS BAD DAY

Selected level codes.
10 - XCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIVNJ
50 - NDPKKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQPVR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX

Level codes
2 - T1QKPF?CMG
3 - PXMYGFFW7D
4 - 913XPD1LZS
5 - 12!FX7SRJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.
WORLD TWO - GVVCHSDMS7#N
WORLD THREE - V3S076X6S7WH
WORLD FOUR - 6UCDXU2SS7V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC

Level codes.
2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK

Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS

HALL

Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes.
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL
23 - ORDER
24 - SODOM

HUMANS

Selected level codes.
10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA MOON
45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS:

JURASSIC LEVELS

More of the same.
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLOM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

JIMMY WHITE'S SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes.
2 - WHOAMAMA
3 - FLANDERS
4 - BROCKMAN
5 - SIDESHOW

LETHAL WEAPON

Mission codes.
1 - KSIIF
2 - ECHOIR
3 - FLRSKB
4 - EUOASF
Key cheats. Press [ALT] and then...
Y-I - No sprite collision
Y-L - Extra lives
Y-K - Extra ammo
Y-Q - End sequence
Y-(1 to 0) - Various

LIONHEART

At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdyn into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS

Level codes.
2 - STRT
3 - TLPT
4 - GRND
5 - LLMO
6 - FLOT
7 - TRSS
8 - PRHS
9 - CVRN
10 - BBLN
11 - VLCLN
12 - QCKS
13 - PHRO
14 - CIRO
15 - SPKS

LOTUS 3

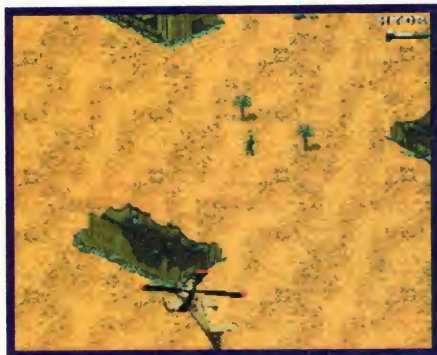
Selected course codes
Easy:
UVQSNPBCM-60
HSYWYSKGC-50
Medium:
NSSSXXXXS-60
OUNDEFACG-99
Hard:
MFFSRPYDU-60
AFZYBQCT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.
RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO - Away x 2, fire. RIPS HEART OUT.
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO - Towards, down, towards, fire. RIPS HEAD OFF.
JOHNNY CAGE - Towards x 3, fire. PUNCHES HEAD OFF.
SCORPION - Down x 2, fire. FLAME THROWER.
LIU KANG - Down, away, towards, down. SCISSORS KICK.

Also for Mortal Kombat, type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.



Jungle Strike

If our big, huge, ginormous guide simply isn't good enough for you then you'll be needing the codes won't you? Loads of you have sent them in so congratulations to everyone. Unfortunately you haven't won anything! Anyway, here we go:

Sub Attack - RSMKVSPGC7X
Training Ground - 96PBLHJF4L
Night Strike - XMCRLGFDY6G
San Puloso City - VHJ94MC7JLN
Snow Fortress - WPYV4F3BRG3
River Raid - TG3TGDBR9C9
Mountains - 7CR94SPGC7V
Return Home - N7RL7JK3BPY
End Screen - LJ96YRWTY6E

Frontier

This handy tip allows you to reach Elite status in Frontier without all the hassle:

1. You need a 30W mining laser.
2. Find an asteroid - the easiest place to find a suitable one is Mars where its two moons Phobos and Demios can be got at. Autopilot until you are in the vicinity, then fly manually until you are about 2km away. Now point the mining laser at the middle of it and start firing. After a while you should get the 'Well Done Commander' message and you'll have gone up the ranks. It will take some time if you try it from Harmless though! Use Accelerated Time to speed it all up. Adam Jeffrey is responsible for that!



Marvin's Marvellous Adventure

CD32 owners may be pleased to know that John Forsythe from Glasgow has spent the best part of February playing Marvin's Marvellous Adventure so that he can share a few level codes with you, our readers:

Motorcycle
Falling

Twin Peaks
Elastica

NICKY BOOM

Level codes:
2 - KRATTY
3 - MIRTES
4 - ARRAK
5 - JANIR
6 - TRINOS
7 - SIXAN

NICKY 2

What does it look like, strawberry jam?
2 - DRAKO
3 - ATIKH
4 - FIRAM
5 - LURNA
6 - PALET
7 - MIURA
8 - SLORY

PINBALL FANTASIES

Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER

Telephone number cheats.
250967 - Sets all tackling to 99
000123 - Sets all passing to 99
220769 - Sets all shooting to 99
781560 - Mega cheat!
Sets all skills to 99, plus £20 million.
753423 - Sets goalie skill to 99
061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER

Selected level codes.
10 - 07680
20 - 15362
30 - 08718
40 - 30734
50 - 22046
60 - 17470
70 - 19071
80 - 28927
90 - 28671
100 - 44543

RAINBOW ISLANDS

Type in quickly on the title screen...
BLRBSSBJ - Permanent fast shoes
RJSBJSBR - Permanent double rainbows
SSSLRRS - Permanent fast rainbows
RRLLBJS - Hidden food becomes money bags
SRBJSLSB - 1,000,000 points bonus (Wooooooo)

ROBOCOP 3

To skip levels type THE DIDDY MEN with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

RODLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS

Level codes:
2 - STATION
3 - UNITY
4 - WAVE
5 - EXPORT
6 - OPTION
7 - RECORD
8 - SCALE
9 - SIGN
10 - ACRON
11 - CHOPPER
12 - GATE

13 - ISLAND

14 - LEGION
15 - PIECE
16 - RIVAL
17 - SAVAGE
18 - XAVER
19 - BLADE
20 - BEACON
21 - PASTURE
22 - OMNUS
23 - TRIBUTE
24 - FOUNTAIN
25 - CHUDE
26 - TRAILER
27 - CANYON
28 - REPRESS
29 - YOKI
30 - PASSIVE

SIM CITY

Hold down [SHIFT] and type FUND for an extra \$10,000. This can be repeated but too many times will cause an earthquake.

SINK OR SWIM

Level codes, what else?
2 - BISHOPMOVE
3 - PATSY4KERMIT
4 - HOWNOWPOWWOW
5 - RINGWORLD
6 - TROUGHTON
7 - REDPLANET
8 - MEGALITHIC
9 - MYBREAKFAST
10 - TINYBOPPERS
11 - LOCKSALORDY
12 - HALOWEENVII
13 - NEWMODELARMY
14 - TIMEPIECE
15 - LARRYNIVEN
16 - KILLERWHALE
17 - BLUEHORIZON

SLEEPWALKER

Type in DINGADINGDANGMYDA NGALONGLINGO, then in the main game press [RETURN] for a level skip and [TAB] to be given nine lives.

STARDUST

Level codes.
2 - CCSAQAAAAALOO
3 - DDSAQAAASANMN
4 - EDSAQQAQTANKM

SUPERFROG

Level codes (even though everyone on the planet must already have them as they have sent them in already)
World One:
234644
447464
747822
World Two:
392822
446364
984448
477444

World Three:

343522
882311
992334
091332

World Four:

467464
818234
182394
298383

World Five:

452234
984841
383772
093152

World Six:

387211
981122
017632
398112

Alternatively, you can press [F10] whilst still playing for invincibility, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2

To skip levels, pause the game, press [F1] to [F10], press fire, and then press [ESC].

TITUS THE FOX

Level codes.
2 - 2845
3 - 3559
4 - 1015
5 - 1933
6 - 0738
7 - 2665
8 - 5648
9 - 1331
10 - 1802
11 - 0791
12 - 1350
13 - 2290
14 - 5052
15 - 2045
16 - 2578

TRODDLERS

Selected level codes.
5 - CLEAROUT
10 - CROSSED
15 - FIVEROWS
20 - HELPMEOU
25 - UPANDDOWN
30 - GOFORHEART
35 - SLIPNSLIDE
40 - FIRSTGUNS
45 - RUNAROUND
50 - HACKBACK
55 - CLOSEUP
60 - LOOSEM
65 - ROCKBLAST
70 - FIRSFIRE
75 - MOREFUN
80 - RAINDROPS
85 - SOLOMAN
90 - NODELAY
95 - FALLOUT
96 - COLOURUN
97 - AUTOFIRE
98 - SWEATHEART
99 - HEAVYDUTY

WALKER

At the beginning of the second level, type EAT LEAD MUDDY FUNSTER before moving.

WIZ 'N' LIZ

Mix the vegetables for the following spell combinations.

Cherry+cherry = Bonus room

Potato+cherry = Mine
Land skipped
Mushroom+cabbage = Bonus room
Mango+lemon = 75 stars
Carrot+carrot = Bonus room
Lemon+strawberry = Bonus room
Avocado+orange = 10,000 points
Mushroom+onion = 50 seconds extra time

WONDERDOG

Passwords (codes?)

2 - LEMONADE
3 - PHARMACY
4 - ULTIMATE
5 - DANIELLE
6 - LUCOZADE

WOODY'S WORLD

Level codes.
Steam Castle - AHJBEAEA
Fishy Castle - MODNAAOG
Lava Castle - OKDNFAPK
Checker Castle - MPDMGAMF
Cog Castle - MKDNCAIK
Conveyor Belts - OIHMOACO

ZOOL

For a level skip, key in GOLDFISH on the title screen, then in the game press F-keys 1-6.

ZOOL 2

SESAME Start on level 1
RONSON Start on level 2
FUNKYTUT level 3
HISSTERIA level 4
VISION 20 lives
OLDNEMY Stops the clock
ALCENTO - Percentage boosted to 99

SON *of Boggit*

The episode in the Boggit commune may have turned out to have been a bit of a personal disaster, but the time for freedom is here once more... as long as the CSA doesn't catch up with me



This scene from the excellent Lure of the Temptress is a bit too spooky for me. I'm off to hide

hello again loyal readers, and what a pleasure it is to be speaking to you free from the constraints of the marital home. It is hard to believe that only a few short weeks ago I was permanently shackled to a woman I had met only days before, and had managed to father a grand total of four young Boggits in the short time we were together.

You may remember that I was also keen to continue with my quest to free my father, but understandably had become a little sidetracked by the "joys" of fatherhood. Well, sentimentality has never been one of my virtues, and it quickly became apparent that if I was to ever see my father again I would have to somehow escape from the Boggit commune which had become my home. This would mean leaving behind my newly formed family, but it was a course which would have to be taken if I was to carry on towards my ultimate goal.

So, in a bid to find my freedom without raising too many suspicions, I began to ingratiate myself with the commune's inhabitants, and after a few days spent talking to the locals I had found the information I was looking for.

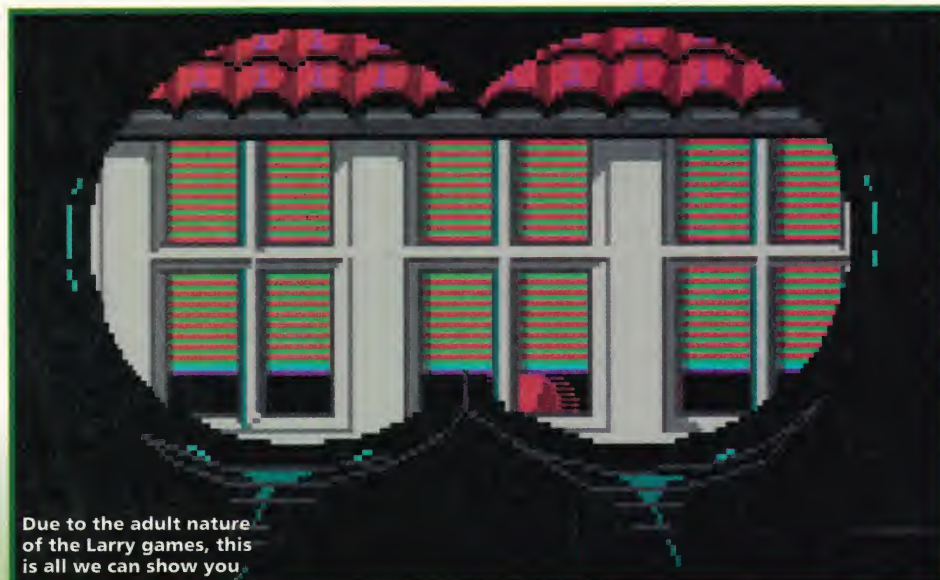
I discovered that the Boggit in charge of law and order in the commune, a certain Eric Widdle, was partial to the odd pint or two of Boddleton's Best Mildew. So, introducing myself to him as "the new Boggit in town", I hinted that the local hostelry, The Rotting Cabbage, had just opened its doors for the evening, and would he like to join me for a swift half of his favourite tippie?

Three hours and fifteen pints of Boddleton's Best later, P.C. Widdle had provided me with a pool of vomit in my lap and a badly drawn map which he assured me would guide me through the commune's labyrinth of tunnels to the exit and freedom.

Shortly after he passed out, with his face in a bowl of rat's brains - which he had ordered but only picked at throughout our marathon drinking session - I hastened away from the pub with a determined look on my face and the map clutched safely in my hand. Thankfully P.C. Widdle hadn't noticed that I was only drinking one pint for every five he consumed, even though the rapidly wilting plant which was next to our table should have given him some cause for suspicion.

I arrived home to find my wife Esmerelda asleep, and my four children dozing in their communal playpen. Gazing upon little Roodle, Boodle, Stroodle and Dave (okay, so we only

Indy feels the after effects of one pint too many



Due to the adult nature of the Larry games, this is all we can show you.

planned for three) for what would probably be the last time in a while, I began to pen a letter to my wife explaining why I was leaving, but promising to be back as soon as I could. Hoping that she would forgive me, I stealthily tiptoed out of the house and began to follow the map I had been given.

After almost six hours and several wrong turns, I finally saw a glimpse of daylight ahead. I hurried on excitedly and 10 minutes later I found myself taking in the sights, smells and sounds of a dense jungle.

Insects, slime and wild animal droppings are everywhere, but at least I am free. It's time to continue my quest and it's time to answer one or two of your questions.

I am here to serve.

Lure of the Temptress

Q I was playing Lure of the Temptress but gave up after many a frustrating night in my little garret trying to figure out how to get into the castle. This little puzzle crops up immediately after the visit to the dragon. Returning from the cave I found that whenever I spoke to one of the residents of that increasingly tedious village, I had the option to ask, "Do you know how I can get into the castle?"

As you do I asked every inhabitant this question, but sadly no sense could be had from any of them. They just kept coming out with the same predictable responses. The only clue I could glean from someone was that one of the Skorl was acting a bit strangely, which isn't much of a clue, as they are all without doubt the weirdest bunch of pixels I have ever come across.

Also, is there any way you can get Ratpouch to commit suicide, because if we walk around this village one more time people will begin to talk, and as usual they will have nothing worth saying. Virtual theatre it most definitely is not.

Karl Williams, Pontypridd

A Well Karl, we are in a bit of a mood aren't we? To get into the castle you will first need to visit Ewan's shop. Wait outside until a guard enters, and by looking through the window you will be able to see him asking Ewan if he will help him kill Selena by letting him go in a barrel which is to be taken to the castle. When the guard has gone, approach Ewan and offer to take the guard's place. Ewan will agree and the guards will come to take the barrel to the castle with you hidden inside it.

Leisure Suit Larry 2

Q On Larry 2 I have been trying to get past the KGB men on the island for a year now. I have got the barber to wax my body and grow my hair, but when the Russian blokes catch me they tell me that I have a flat chest. Can you tell me how to get past them please?

James Byron, Worcester

A You've been stuck for a year? My my, what perseverance you have young James. Well, breathe a sigh of relief for the waiting is finally over. The barber may have improved your looks but there's still a little something missing. You need to go to the hotel room and enter the dressing area behind the bathroom. Forget your manly pride, change into the bikini and type PUT MONEY IN BIKINI TOP. You will now have a cleavage to die for and the KGB agents will allow you to pass. Those Russian guys must be desperate!

Indy Fate of Atlantis

Q Could you please help me as I am stuck in the Indiana and the Fate of Atlantis game? I am in "Team" mode and in the caverns under Knossos. I have found the remains of Sternhart, persuaded Sophie to crawl through the hole and found the room where her necklace eyes start flashing, but I can't think what to do next. I've also picked up two statue heads and placed them on the shelf, but can't find anything else heavy enough. Is there something else I need to find before I can go any further? I hope you can help.

Mark Worden, Darwen

SON

of Boggit

A Yes Mark I can help. First of all you will need to find the mural of a bull's head, horns and tail. Put the surveyor's instrument on the Head statue and look through it to the left horn. Then put it on the Tail statue and look at the right horn. You will be given an 'X'. If you dig at this X with the ship rib you should then find a moonstone. Now go to the stone pedestal and use the moonstone and the sunstone with it. Then align the disks according to the Lost Dialogue, press the spindle and a secret door will appear in the wall. Go through the door and you should find three stone heads. Pick up two of them and use your whip to get the third. These heads can then be put on the shelf to open a door.

Simon the Sorcerer

Q In Simon the Sorcerer I can't get the barrel of beer from behind the bar in the Drunken Druid pub. I would be extremely happy if you would help me.

Jason Roach, Birmingham

A Be extremely happy Jason. Once you have obtained the beeswax from the beehive (by using the smokebox), go to the Drunken Druid and order a drink from the barman. When he bends down, use the beeswax on the barrel. The barman will think the barrel is empty and take it outside for collection by the brewery. You can then leave the pub, picking up the barrel on your way.

Leisure Suit Larry 3

Q I am having difficulties with Leisure Suit Larry 3. I am stuck up a palm tree in Part 2 (I am now Patti). Could you please tell me what I need to cross the canyon and where to get it from before I die of desperation. I am at my wits end!!! You are my last hope!!! Say you'll help!! Please. Please.

Nikki Graham, Chadderton



Simon takes an early evening stroll through a picturesque, leafy glen



Go on Ryan my son, make your way into the hotel before brutally killing that rock star bloke

A You do sound pretty desperate Nikki, so I think I'd better help you before you do something you'll regret. To cross the canyon you will need to make a rope from the marijuana that is growing on the cliff-top. Throw this at the rock on the other side of the canyon, then tie your end of the rope to the coconut tree. Rip your dress to act as a harness and you will be able to climb the rope to the other side of the canyon.

Dreamweb

Q Can you please help me with Dreamweb for the A1200. I can reach Crane's penthouse but constantly keep getting shot after using the axe on his bodyguard. I know I need a gun from somewhere and that it's something to do with Louis and The Network. Can you tell me how to get past this problem?

James Kelly, Manchester

A The gun you require can be obtained from the Pool Hall. First of all you will need to visit Louis's flat and talk to him. He will tell you where to find his Pool Hall membership card. Take the card and go to the Pool Hall where you should chat to the barman about your predicament. He will send you to the manager's office (to the far left of the Pool Hall), where you will be given a gun in exchange for a quick swipe of your credit card.

Then go to Crane's penthouse suite via the lift in the hotel and use the axe on the first bodyguard who is sitting by the pool. The second guard will take a pot shot at you and miss, but you will make no mistake with your return of fire.

Now all you have to do is make your way into the plush penthouse suite and cover your innocent young eyes to protect yourself from the nudey romping bit.

Monkey Island

Q Please could you help me with Monkey Island. I'm on the Ghost Ship, I've picked up the feather and tickled the sleeping ghost's feet and got the grog, but I can't go into the room with the squeaky door because a ghost comes out and closes it. I don't know what to do.

Colin Randall, Rhyl

A Before you get on the ship you must first beg the navigator for his necklace. Then, when on board, use the magnetic compass to get the key from the wall. Use this key on the locked hatch and then go down the ladder and put some grog in the rat's bowl. You should now be able to get some fat. Use this fat on the squeaky door and it will now swing freely and silently.

Now that's over with for another month it's time to get my quest underway again. The night is drawing in and it's just beginning to go dark, so I think it's about time to grab a swift forty winks before I attempt to get out of this steamy, vine-ridden jungle. I think I'd better find a comfortable branch in a tree though, what with all these wild animals about I don't want to wake up under a three ton pile of elephant dung. It's supposed to be good for the complexion but even I have to draw the line somewhere. Until next time, farewell!

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

Send your queries (and tips if you like) to:
Son of Boggit,
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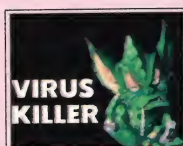
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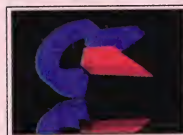
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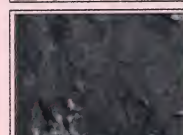
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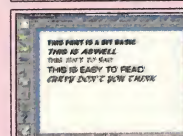
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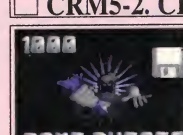
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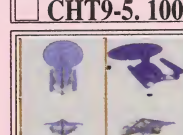
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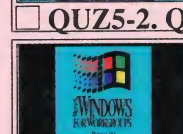
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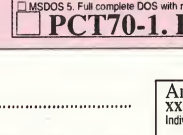
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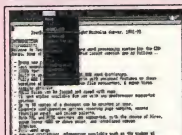
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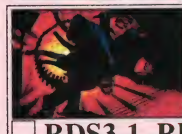


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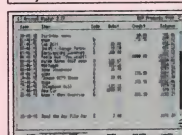
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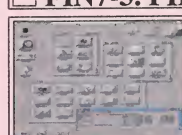
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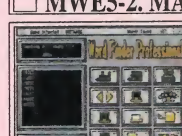
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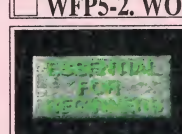
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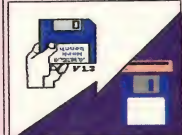
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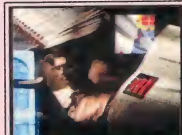
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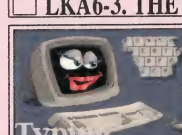
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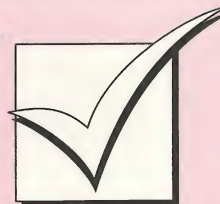
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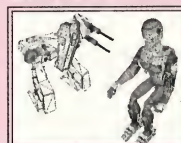
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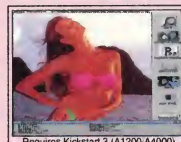
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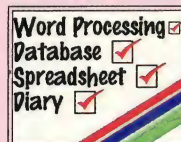
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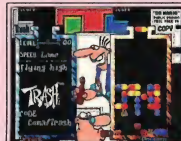
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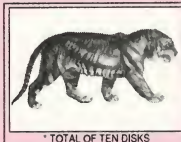
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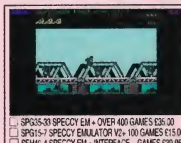
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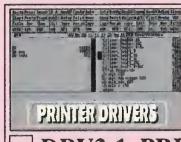
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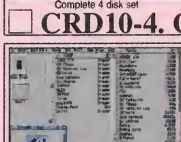
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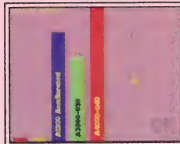
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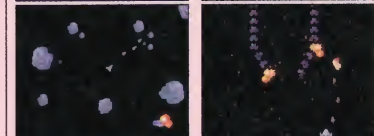
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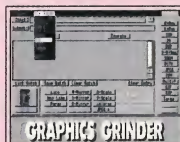
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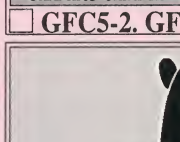
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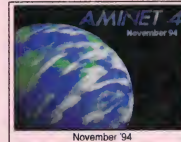
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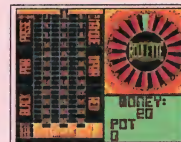
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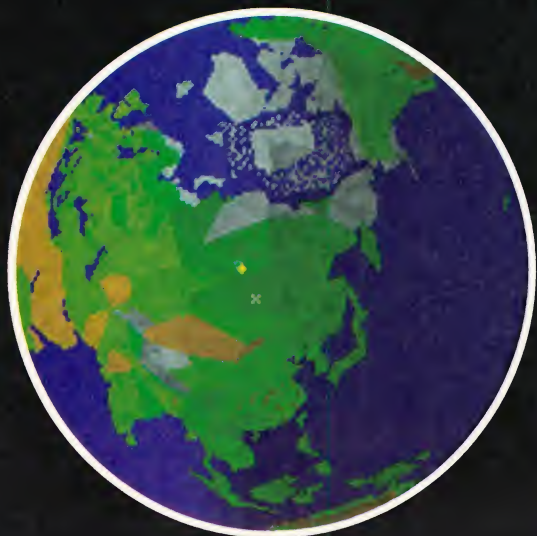
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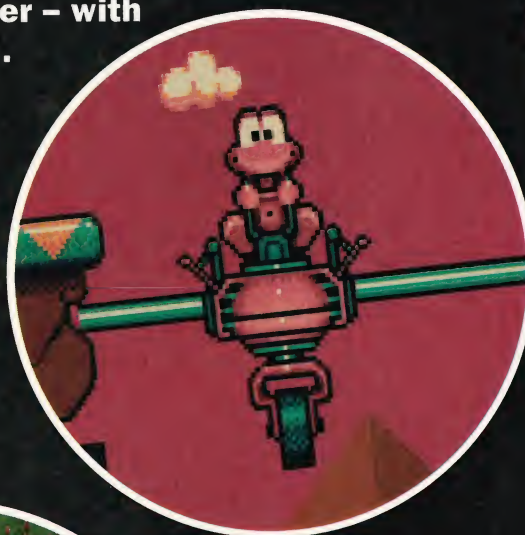


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Get a life!

Our Get a Life feature returns and is packed to the brim with non-computer related japery. Over the coming months we'll be featuring a whole host of varied items, but if there's anything you'd especially like to see featured, write in and let us know. We may even send out a mystery prize for the best suggestions received.



Outburst! Parker

Subtitled 'The game of verbal explosions', Outburst! certainly lives up to its name. Many a quiet lunchtime has been interrupted by much frantic shouting and calling out as the egg timer begins to near the end of its cycle. At least that's how it seemed when a group of intelligent people were having a go one day last week. When it came to the AA team exercising our grey matter, we once again displayed a horrible ineptitude for playing these things.

Instead of frantic shouting of answers, feeble umming and ahing was all that was forthcoming, along with puzzled looks as we struggled to come up with 10 TV set controls within the allotted minute. However, that's certainly no slur on the game itself, because hours of fun are guaranteed for just about anyone who has more than one brain cell and a bit of imagination.

The idea is to divide the number of players (it can be anything from two to a hundred thousand if you wish), into two teams, each of which compete to get around the board as quickly as possible by guessing more of the words than the opposition. It's not a difficult concept at all, but then again the most successful ideas very rarely turn out to be anything else. This is a game very much in the traditional mould and one that the whole family could quite happily gather round over Christmas to keep themselves amused while the 'oh-so hilarious' Birds of a Feather special is on. If you ask us, this is far more entertaining than watching two fat women wobble about the screen.



CERT 15



Speed

Fox Video – For Rent in March

Let's make no bones about it, the storyline behind Speed is ridiculous. Briefly, there's a bomb on a bus that will explode if the bus's speed drops below

50mph. Keanu Reeves' job is to get on the bus and make sure that it stays above that speed until he can figure out a way of either disarming the bomb or getting the passengers off without the nasty psychopath who planted it suspecting. That's it. Nothing more. No intricate sub plots, no excessive character development, just a bus and a bomb. It wouldn't be unreasonable then to expect that the film was going to last less than an hour and a half, but no, it goes on for over two hours! But don't let this put you off. If you do find yourself forced to sit through Speed you'll be treated to one of the most involving films you'll have witnessed in ages. If you haven't seen it yet then you need to make sure that you don't miss out a second time.

NBA Rewind & Clutch City
CBS Fox Video
Sports – £10.99



Strictly speaking these

videos aren't really related other than that they both feature the same sport. The

NBA is taking off in a big way in this country thanks to the live coverage on Sky Sports. Clutch City is the story of the historic first NBA Championship Season of the Houston Rockets, led by the MVP & Defensive player of the Year, Hakeem Olajuwon. This is a fascinating and in-depth insight into the everyday running of a basketball team that will change your attitude to the game forever.

NBA Rewind is a comic look back at the funniest and finest plays linked together by a bloke and a woman who we assume are famous in their home country. This video does actually contain some very funny moments, and for a light hearted look at one of America's favourite pastimes, is actually highly enjoyable.





The X Files

Fox Video – £10.99
(Two videos released
monthly until August)



The X Files has become something of a phenomenon since the first series started to show on BBC 2 a couple of months ago. With the second series premiering on Sky at the moment, and over six million viewers tuning in on a Thursday night (currently BBC 2's highest viewing figure), Fox have decided that the market is ripe for the first series to make an appearance on sell through video. Throughout the months of May, June, July and August you will see two different videos released every four weeks, each featuring two 45 minute episodes. Volume One will include one episode from the series along with the original pilot, and each subsequent video will feature two episodes from the series. These will undoubtedly be collectors items for fans of the X Files and will more than likely soar their way to the top of the video sales charts.



Jenga

MB Games



'Underrated' is a word that perfectly sums up Jenga's appeal. We can say this because apparently it's been around now for some time and most of us have never even heard of it. Perhaps if games companies stopped wasting so much time and money pushing 'Hungry Hippos' down our throats, people would actually know that games exist that do have a little more to them than hammering away at a little piece of plastic for thirty seconds in the hope that your particularly unconvincing 'hippo' can trap more marbles than the others.

Jenga requires you to build up a tower of rectangular wooden blocks and then make sure you're the person who doesn't knock them down. Each player must remove one block and place it on the top without bringing the entire construction crashing to the ground. It all starts off being quite easy, but once you are about ten blocks or so into the game, the tower starts to become top heavy, and of course there are now gaps lower down in the construction making things even more unsteady.

When the tower starts to rock from side to side, the tension becomes almost unbearable, with each player desperate not to be the one that brings the game to an end. If you've got any friends who pride themselves at having nerves of steel, challenge them to a game of this to really test their mettle. If you want to see their hands shake, this is as certain a way as any to do it.



BACK ISSUES



ISSUE 61 SEPTEMBER '94

Cover - Pinkie

Coverdisk - Impossible Mission 2025, Mine Runner, Drelbs, Cardz, Dynamite Warriors, Fleuch, Fatal Mission.

Features - Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this).

Reviews - Battletoads, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer.

GTGAs - U.F.O. pt1, Heimdall 2 p1, K240, Out To Lunch, Son of Boggit.



ISSUE 62 OCTOBER '94

Cover - Bloody great disk-fest.

Coverdisk - Putty Squad, Vital light, World Tour & 21 full PD games.

Features - Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid.

Reviews - Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrog CD32, Universe, World Cup USA '94.

GTGAs - U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, hello mum



ISSUE 63 NOVEMBER '94

Cover - Dreamweb.

Coverdisk - Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk.

Features - ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).

Reviews - Detroit, Dreamweb, Jetstrike CD32, Lilil Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwise, Their Finest Hour, Winter Gold

GTGAs - Monkey Island 2, Valhalla Pt3, Son of Boggit



ISSUE 64 DECEMBER '94

Cover - Skeleton Krew

Coverdisk - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case

Features - Caught in the Net (Internet), Legend: Work in Progress

Reviews - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more

GTGAs - Universe, Ishar 3, Robinson's Requiem



ISSUE 65 XMAS '94

Cover - 4 DISK EXTRAVAGANZA!

Coverdisk - Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats

Features - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage

Reviews - Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!

GTGAs - Universe Pt 2, Darkseed CD32



ISSUE 66 JANUARY '95

Cover - Shadow Fighter

Coverdisk - Shadow Fighter, Premier Manager 3, Mortal Kombat offer

Features - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)

Reviews - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 + many more!

GTGAs - Ishar 3 Pt 3, Robinson's Requiem Pt 2



ISSUE 67 FEBRUARY '95

Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey

Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babilities), Robinson's Requiem Pt. 3, Reunion



ISSUE 68 MARCH '95

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War

Features - Alien Breed 3D, Film '95, Get a Life

Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It.

GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit

PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX

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Talkback

This month Paul has been sent on a diplomacy course to enhance his letter answering skills. Unfortunately it doesn't seem to have worked

SPEELING TOST

Dear Amiga Action,
I am writing to complain about you spelling my name wrong for the second time. I think you people are completely deranged and have not got an English 'O' Level between you. I think the Reader Reviews are good if your name is spelt correctly, but I sent in two reviews – Aladdin and Football Glory – and somehow you printed Mike Brodie, but my name is, *Qwerty Uiop, Glasgow*.

You really should know better...

OPEN INVITATION

Dear Paul,
With reference to your exchanges with Mr. Robson (Talkback, Feb), I don't support many of his comments – he really needs to do more for himself – but there is an element of truth in what he says about outfits who ignore returned faulty disks. They do invite piracy, if only on a small scale.

For instance, in 1993 I purchased Palladin II for around £26, started playing it, and after a short while ran into disk errors which simply froze the screen so that there was no way I could play around them. I returned the disks with a note of the errors by recorded delivery. Never heard a word, in spite of follow-ups and a letter to the MD of the company.

To this day I have a pretty box and two handbooks, which although interesting, are essentially an expensive and worthless purchase. Now if someone offered me a set of disks for a few quid, I'd take them. Under the circumstances, what would you do?

Yours etc, Laurie Archer, Chichester

Good point Laurie, good point...

NOT GOT GOB

Dear Amiga Action,
Congratulations on another excellent issue, but please can you help me with a little problem? A guy called Gareth Floyd (I do not know if I spelled his name right, I do not really care), has just got a PC (the fool!), and has been showing off to everybody. But one day he said that the Amiga was crap and belonged in a rubbish heap, and then started to tell me about his beloved PC. Please can

you come up with some facts that will shut him up and correct this hearsay. Well done Time Warner and Mirage for making an excellent advert for Rise of the Robots – it's a shame it got banned because I cannot see anything wrong with it.

Your sincerely, Barry Hale, Exeter

Facts. Well the Amiga is in far greater demand than the PC at the moment. Of course this could be because there are bugger all machines in the shops, but it is a fact. And no, of course there wasn't anything wrong with the ROTR ad. It wasn't funny, but there was nothing wrong with it.

YAWN

Hi,
My name is Derek. I own an Amiga 1200 and I used to copy software illegally–

Thanks Dezza, but we've just had one of these.

MORE SHEEP THAN PEOPLE

Dear Amiga Action,
I am writing to you because I think it is unfair. Why? you may be thinking [What?, actually, but carry on.] Well I'll tell you why. I live in New Zealand and I really enjoy your magazine. I have read others but yours is the best for cheats, reviews, practically everything. But anyway, in New Zealand we get your magazine about three months late, so how can I enter any compos when they all end about two months after the issue? Could you please in future make them go on for about four months. Just give me a game and everything will be right back to normal.

Yours sincerely, Mark Wright, Christchurch, New Zealand

Everything wouldn't be back to normal though Mark, would it? I'd send you a game, and in your illogicality you'd become content once more, falsely believing that, "everything was normal again". Imagine how you'd feel then, when once more Amiga Action failed to turn up in your local news maison for months. Your whole belief system would be in turmoil, your life a virtual ruin, and it is for that reason Mark,

because I care about you so much, that alas I cannot bring myself to furnish you with software. It's for the best, believe me.

But I might do something about the competitions...

LOSER-BOY WHITE

Right then Paul listen up, I've owned an Amiga for about six months now – I bought a job lot of games from one of my mates who bought a PC. Anyway, this is the first time I've bought an Amiga magazine and I must say, "Bloody

good stuff". So what on earth is that plank from rain-sodden Bolton, Mr. Dennis "No Brain" White on about – tell me! tell me! Come on, your reviews are excellent, the Blueprint section eye-opening, and even though I'm not a big fan of RPG's, Son of Boggit makes interesting reading, and makes me almost want to go and buy the games he's on about.

After all this good reading I come to Talk Back and Mr. No Brain, who's probably got the IQ of a sloth, is giving you a slating. He even had the nerve to send

Crap Letter

WAKEY WAKEY

Dear Amiga Action,
I read your article on piracy in February 1995, and to be honest I am disgusted at either your hypocrisy or naivety. I used to be one of the many people who purchased my games legally. However, after reading an article on piracy from that big-mouthed northern b***ard Brad Burton last year [Walking the Plank, issue 58], I felt I would like to get hold of some software illegally [Er, as indeed you would], as it is cheap to do so. I wondered how many people felt the same way, so I read the article again [Uh?]. To be honest I did not know Brad Burton was literate. Then I turned to the Swap Shop pages and there were several blatant ads for contacts. I sent away my letters and got several replies.

After six months I had obtained thousands of pounds worth of software. I also used to solely buy your magazine for Swap Shop, which at least 80% of my contacts did. This I am sure you are aware of.

One morning I woke up realising my misdemeanours and decided it was better to have boxes and instructions, and therefore this ends my personal story. However, while I agree with you that piracy is killing the Amiga, what steps have you taken? After all, in the very same Feb issue I found at least a dozen ads from people looking for Amiga contacts, and I can honestly tell you that they are not looking for pen pals to discuss the current state of Commodore affairs.

I also blame ELSPA and FAST. After all, my contacts included crackers, commercial copiers and even a person who worked for a large software company in [***** – Paul]. If I can get all this information then surely they can too.

So don't spoil your otherwise decent mag with this hypocrisy – either take out all the suspicious adverts or shut up.

Kind regards, A. Clark, no address

[Silence]

Talkback

back the mag! Well if he doesn't bloody well want it, he can send it to me. I'm surprised he even got off his arse. Anyway, enough of him – I give nothing but praise for this mag. Top stuff, keep up the good work.

Mick (Maddog) Brunt, *Workshop*

Thanks. Er, dad.

AMBIGUITY. AND THAT

Paul,
Do you remember me? Probably not. Anyway, in the letter I sent to you (last week some time), I mentioned some questions. I wondered if you could shed some light on them (I know they are bloody trivial), as I have been an avid reader for five years...blah blah blah and all the rest of the crap about how I have been a dedicated reader.

The questions:

1. On the spine of the magazine every month there are ambiguous comments. What the hell do they mean and what are their relevance? Are they "just as important" as the PHRASE OF THE MONTH.

2. The "phrase of the month". Who suggests them, and again what is the purpose behind it? Are they simply silly bugger ideas?

I thought I would also tell you that you have a female admirer. A friend of mine was quite intrigued by your comments on (if I can remember), putting nails through parts of your anatomy!!!! Is there something that we (as the readers and Claire's curiosity), should know about you?

Finally, the review concerning Bloodnet (I think it was this game). The very first picture (of a mutant beast), with its caption, described you. Now that was not very nice. And if this is a true resemblance how do you use public transport without being carted off to a local zoo for mutant beasts?

I'll speak to you later.
From the renowned Sir Bob,
HS489@greenwich.ac.uk

PS "You mayeth take a life if your mother is cussed down."

The spine messages are usually vaguely relevant to what is on the cover. If we can't think of anything relevant then we put the first thing that comes into our heads. The phrase of the month is usually vaguely relevant to something contained in the magazine, or, failing that, we put the first thing

that comes into our heads. [A bit like the reviews really – Many A True Word Spoken In Jest Ed].

I've forgotten what else you asked to be honest, and despite the fact that by this stage it will be right here on the page, I can't read your letter at the moment because it's still in my email thing. Never mind though eh?

Oh, and thank you, but my mother is fine.

A BIT OVERKEEN

Dear Paul,
Thanks very much for the letter [Huh?]. My name is James Sharples and I am 13. I found your letter very amusing, especially the part about the little git who spotted the mistake [?]. If I were you I would not bother correcting it and bugger the bugger who wrote in.

I heard you had a bad Christmas. I don't think I did too well because at first I thought my parents' divorce was a bad thing, but now I'm not so sure because there are a lot less arguments and a lot more presents – yeh!!

I don't know about you but I'm a Leeds Utd fan and I got loads of stuff on them – boardgame, wallet, mug etc etc and many other presents. What is it like writing your own magazine? Are you quite rich? I am not surprised that your magazine is No. 1 because it is very enjoyable and when it is due every month I wait at the letter box for it.

Anyway, enough of that. I have designed some characters for you. Would you pass them on to a computer game company (a good one), so that if I'm lucky they might use them. I hope you are OK and I look forward to hearing from you or reading from you next.
With best wishes, James Sharples, Wakefield

You fancy me James don't you? Somehow you've got it into your head that I'm looking for pen pals and you're ruddy well trying to cop off with me. Stoppit.

STOP THEIR DOLE!

Hi,
I like your mag, but (yes, there's always a but), try the following:
1. Superleagues. Who cares what the 597th best platform game is? Try making them smaller, and so less annoying. Maybe only print them every other month as well.
2. Competitions. Slap them on the back of adverts will you? It's

annoying when you have to chop half of an article off just to enter a competition.

3. Coverdisks. Let's not have any more of this decompacting business because it's not nice. And you don't really need two pages to tell somebody how to put a disk in DF0 surely?

4. Don't slag off games for being too hard eg Cannon Fodder 2. I never played Cannon Fodder so I can't comment upon how hard the sequel is in comparison, but whilst I am prepared to admit that it is extremely hard, I dispute that this is necessarily a bad thing. As far as I'm concerned, it just provides a greater challenge and extends the lifespan of the game.

I've played far too many games that I could complete in a couple of days (but then maybe I'm just a gaming genius).

5. Send me a game, because I'd be grateful.

Cheers, Paul "Bloody Student"
Henchliffe,
P.A.Henchliffe@sheffield.ac.uk

PS Thanks for sending me Apocalypse and Jimmy White's, but I still finished Apocalypse after only a few days and...

1. OK then.

2. OK then.

3. When you've spent over half an hour explaining to a Polish bloke – who for no reason at all informs you he's in a truss and has lived in Rhyl since the second world war – that Sierra Soccer will not only fail to load on his 286 PC, but will struggle to emerge with any credit on his A500+ because he's formatted the disk, then believe me, you'll want to make things crystal clear from there on out.

4. If a game's hard we won't slag it off. If it's too hard, then just as we would if it were too easy or too full of bugs, we'll mark it down accordingly.

5. Oh I will, I will.

PS. So play Jimmy White's then...

OSCAR AND CHEESE

Dear Paul,
Having just read your excellent feature on the game licences that didn't make the grade (Film '95, issue 68), I've realised one very important omission. Where was Philadelphia?

Imagine it – you're Andrew Becker, a struggling New York lawyer, and for years you've dreamed of getting yourself out of the rat race and into the dairy produce industry.

Well today's your lucky day, because your great uncle or some other mad relative you haven't seen in years has died and left you a cheese factory in his will.

But before you can take over the helm, you have to prove you're

worthy by collecting numerous cartons of tasty Philadelphia that have been scattered across the platform-like levels.

On your travels you'll come across many enemies including the Homophobic Lawyers Guild, who are out to stop you at any cost.

The cheese lies at the end of each level in a special bonus stage and every time you miss collecting a piece you become a little bit ill.

And watch out! If you miss too many, in the tradition of platform games, a life is lost.

So what do you think? Is a letter to Ocean or Electronic Arts in order to set the ball rolling?

Yours, game-designingly, Richard Cain, Fareham, Hants

Almost Richard, almost, but it needs a little bit more thought first. Maybe add excitement to the affair by having partially timed levels, where unless you locate the CD player fairly quickly, the dreadful operatic dirge ("Ah, the cellos...") kills you.

And perhaps you could set one level in the Stallion Theatre – a similar sort of thing to the slime level in Superfrog where you have to be careful where you walk for fear of what you might step in.

And instead of hit points you could maybe have a "Lesion-o-meter" – [And, er, that just about wraps up this reply readers – The Taste Police].

AND FINALLY...

Dear Paul,
In response to SWOS or Dross last month, I've played SWOS and won the Premier League in only my third season, having won promotion twice with Birmingham. So there you go, it can be done!
S. Cornwall, Birmingham.

Thank you S. Thank you very much. You certainly got the gist of that. Why do I bother...?

Send desecrated pictures of the Queen to:

Paul Roundell,
Talkback,
Amiga Action,
Media House,
Adlington Park,
Macclesfield,
SK10 4NP.

fax no:
0625 876669

email:
paulroundell@mail. on-
line.co.uk

NOT AVAILABLE IN ANY RETAIL OUTLETS

A person is seen from the back, wearing a white long-sleeved shirt and a black shoulder bag. The bag has the words 'FANTAZIA CREW' printed on it in a stylized, red, blocky font. The background is a solid red color.

A close-up portrait of a woman with long dark hair, looking directly at the camera. She is wearing a black and white horizontally striped beanie. On the front of the beanie is a circular patch featuring a red Swastika symbol. The background is a solid red color.

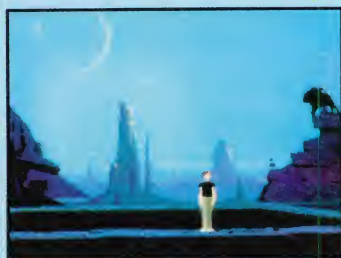
If you do not wish to receive other great offers from us and other companies. Please tick this box ☐

Super Leagues

Due to the measly Amiga release schedules of the majority of software companies, only a small number of new games appeared on the market last month...

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION** + Mission Disk
Core Design
- 14 **LITIL DIVIL**
Gremlin
- 15 **SPACE CRUSADE**
Gremlin
- 16 **HERO QUEST** + Data Disk
Gremlin
- 17 **ASHES OF EMPIRE**
Mirage
- 18 **CYBERCON III**
US Gold
- 19 **SWORD OF HONOUR**
DMI
- 20 **LORDS OF TIME**
Software Business
- 21 **XENOMORPH**
Ubisoft
- 22 **BARBARIAN II**
Palace
- 23 **SHADOW OF THE BEAST III**
Psygnosis
- 24 **ROCKET RANGER**
Cinemaware
- 25 **CAME FROM THE DESERT** + Ant Head
Cinemaware
- 26 **HORROR ZOMBIES/THE CRYPT**
Millennium
- 27 **UNREAL**
Ubisoft

- 28 **DRAGON STONE**
Core Design
- 29 **KULT**
Ubisoft
- 30 **OBITUUS**
Psygnosis
- 31 **CRYSTALS OF ARBOREA**
Silmarils
- 32 **VOODOO NIGHTMARE**
Activision
- 33 **LAST NINJA 3**
System 3
- 34 **ABANDONED PLACES**
Electronic Zoo
- 35 **ZOMBI**
Ubisoft
- 36 **NINJA REMIX**
System 3
- 37 **COLORADO**
Ubisoft
- 38 **BLOODWYCH** +Data Disks
Mirrorsoft
- 39 **COLDITZ**
Digital Magic
- 40 **HEAD OVER HEELS**
Ocean
- 41 **INDY/FATE OF ATLANTIS**
Lucasfilm
- 42 **HARE RAISING HAVOC**
Infogrames
- 43 **B.A.T.**
Ubi Soft
- 44 **MERCENARY III**
Novagen
- 45 **SHADOW OF THE BEAST II**
Psygnosis
- 46 **DIZZY'S EXCELLENT ADV**
CodeMasters
- 47 **THE SIMPSONS**
Ocean
- 48 **DEATH TRAP**
Anco
- 49 **DRAGON'S LAIR III**
Readysoft
- 50 **TREASURE TRAP**
CodeMasters
- 51 **SHADOW OF THE BEAST**
Psygnosis
- 52 **INFESTATION**
Unknown
- 53 **RESOLUTION 101**
Millennium/UBI
- 54 **NEUROMANCER**
Unknown
- 55 **RAN XEROX**
Ubi Soft
- 56 **BATMAN - CAPED CRUSADER**
Ocean
- 57 **WEIRD DREAMS**
Rainbow Arts
- 58 **SPACE ACE II**
Readysoft
- 59 **SIR FRED**
Ubisoft
- 60 **HEROES OF THE LANCE**
US Gold
- 61 **STORMLORD**
Unknown
- 62 **THUNDERBIRDS**
Teque/UBI

- 63 **GHOSTBUSTERS 2**
Activision
- 64 **BOROBODUR**
Thalamus
- 65 **BRIDES OF DRACULA**
Gonzo Games
- 66 **NIGHTBREED (INTERACTIVE)**
Ocean
- 67 **GUY SPY**
Readysoft
- 68 **THE RETURN OF MEDUSA**
Unknown
- 69 **OMNICON CONSPIRACY**
Unknown
- 70 **BLADE WARRIOR**
Unknown
- 71 **CHAOS IN ANDROMEDA**
Arc
- 72 **BADLANDS PETE**
Arc
- 73 **UNIVERSAL MONSTERS**
Ocean
- 74 **SPACE ACE**
Readysoft
- 75 **DRAGONS LAIR 2**
Readysoft
- 76 **SINGE'S CASTLE**
Readysoft
- 77 **DRAGON'S LAIR**
Readysoft
- 78 **BARBARIAN**
Palace
- 79 **OBLITERATOR**
Unknown
- 80 **CRIME DOES NOT PAY**
Empire
- 81 **KRISTAL**
Unknown
- 82 **GALDREGON'S DOMAIN**
Unknown
- 83 **EYE OF HORUS**
Millennium
- 84 **PYRAMAX**
Unknown
- 85 **THEME PARK MYSTERY**
Mirrorsoft
- 86 **BARBARIAN II**
Psygnosis
- 87 **PAC LAND**
Unknown
- 88 **THREE STOOGES**
Cinemaware
- 89 **HEART OF THE DRAGON**
Dynamix
- 90 **MICKY MOUSE**
US Gold

Adventure

- 1 **VALHALLA/BEFORE THE WAR**
Vulcan
- 2 **MONKEY ISLAND 2**
US Gold
- 3 **INDY/FATE OF ATLANTIS**
US Gold
- 4 **BENEATH A STEEL SKY**
Virgin
- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **DREAMWEB**
Empire
- 8 **LEGEND OF KYRANDIA**
Virgin
- 9 **LURE OF THE TEMPTRESS**
Virgin
- 10 **SECRET OF MONKEY ISLAND**
US Gold

- 11 **CURSE OF ENCHANTIA**
Core Design
 - 12 **RISE OF THE DRAGON**
Dynamix
 - 13 **DARK SEED**
Cyberdreams
 - 14 **BLOODNET**
Gametek
 - 15 **THE CLUE**
Black Legend
 - 16 **LABYRINTH OF TIME**
Electronic Arts
 - 17 **MADDOG WILLIAMS**
Game Crafters
 - 18 **INDY/LAST CRUSADE**
Lucasfilm
 - 19 **KGB**
Virgin
 - 20 **MEAN STREETS**
US Gold
 - 21 **KINGS QUEST VI**
Sierra
 - 22 **OPERATION STEALTH**
US Gold
 - 23 **LEISURE SUIT LARRY 5**
Sierra
 - 24 **CRUISE FOR A CORPSE**
US Gold
 - 25 **WAXWORKS**
Accolade
 - 26 **COSMIC SPACEHEAD**
Codemasters
-
- 27 **ELVIRA/MISTRESS OF DARK**
Accolade
 - 28 **ELVIRA II/JAWS OF CERBERUS**
Accolade
 - 29 **KING'S QUEST SERIES**
Sierra
 - 30 **HEART OF CHINA**
Dynamix
 - 31 **MANIAC MANSION**
Eldersoft
 - 32 **NIPPON SAFES INC**
DMI
 - 33 **UNIVERSE**
Core Design
 - 34 **INNOCENT UNTIL CAUGHT**
Psygnosis
 - 35 **LOOM**
US Gold
 - 36 **WILLY BEAMISH**
Sierra
 - 37 **HITCHHIKERS GUIDE**
Infocom
 - 38 **CODENAME: ICEMAN**
Sierra
 - 39 **POLICE QUEST SERIES**
Sierra
 - 40 **FUTURE WARS**
US Gold
 - 41 **LEATHER GODDESSES**
Infocom
 - 42 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
 - 43 **SPACE QUEST IV**
Sierra
 - 44 **SPACE QUEST 1, 2 & 3**
Sierra
 - 45 **DUNE**
Virgin

- 46 TRIAL BY FIRE**
Sierra
- 47 ZAK MCKRAKEN**
Lucasfilm
- 48 ZORK TRILOGY**
Infocom
- 49 SUSPICIOUS CARGO**
Gremlin
- 50 WONDERLAND**
Virgin
- 51 DEMONIAK**
Silmarils
- 52 PLAN 9 FROM OUTER SPACE**
Gremlin
- 53 MAUPITI ISLAND**
Lankhor
- 54 PLANETFALL**
Infocom
- 55 GUILD OF THIEVES**
Rainbird
- 56 STATIONFALL**
Infocom
- 57 B.A.T. II**
Ubi Soft
- 58 INNOCENT UNTIL CAUGHT**
Psygnosis
- 59 CONQUESTS OF CAMELOT**
Sierra
- 60 LURKING HORROR**
Unknown
- 61 ULTIMA SERIES**
Origin Mindscape
- 62 MANHUNTER SERIES**
Sierra
- 63 HOOK**
Ocean
- 64 B.A.T.**
Ubi Soft
- 65 DEJA-VU 1+2**
Mirrorsoft
- 66 SHOGUN**
Infocom
- 67 SPELLBREAKER**
Infocom
- 68 WISHBRINGER**
Infocom
- 69 CHRONOQUEST SERIES**
Psygnosis
- 70 ENCHANTER**
Infocom
- 71 SORCEROR**
Infocom
- 72 BEYOND ZORK**
Infocom
- 73 ZORK ZERO**
Infocom
- 74 SUSPECT**
Infocom
- 75 BUREAUCRACY**
Rainbow Arts
- 76 DEADLINE**
Infocom
- 77 TIME**
Rainbird
- 78 INFIDEL**
Infocom
- 79 CORRUPTION**
Rainbird
- 80 FISH**
Rainbird
- 81 JINXTER**
Rainbird
- 82 THE PAWN**
Rainbird
- 83 SUSPENDED**
Infocom
- 84 TIMES OF LORE**
Origin
- 85 COLONEL'S BEQUEST**
Sierra
- 86 WEEN**
Loricel

- 87 GOLDRUSH!**
Sierra
- 88 FASCINATION**
Digital Integration
- 89 STARCROSS**
Ubisoft
- 90 HOLLYWOOD HI-JINX**
Infocom

Shoot'em-up

- 1 CHAOS ENGINE**
Renegade
- 2 DESERT STRIKE**
Electronic Arts
- 3 SKELETON KREW**
Core Design
- 4 TOWER ASSAULT**
ATeam 17
- 5 GUARDIAN**
Acid
- 6 ALIEN BREED 2**
Team 17
- 7 BANSHEE**
Core Design



- 8 PROJECT-X**
Team 17
- 9 ALIEN BREED '92**
Team 17
- 10 BLOOD MONEY**
Psygnosis
- 11 ALIEN BREED**
Team 17
- 12 JUNGLE STRIKE**
Ocean
- 13 TURRICAN 3**
Renegade
- 14 SEEK AND DESTROY**
Mindscape
- 15 WALKER**
Psygnosis
- 16 SILKWORM**
Virgin
- 17 SWIV**
The Sales Curve
- 18 TURRICAN 2**
Rainbow Arts
- 19 OVERKILL**
Mindscape
- 20 ZEEWOLF**
Binary Asylum
- 21 URIDIUM 2**
Renegade
- 22 BLASTAR**
Core
- 23 JET STRIKE**
Alternative
- 24 SUPER STARDUST**
Team 17
- 25 CYBERPUNKS**
Core Design
- 26 SIMULCRA**
MicroStyle
- 27 XENON II - MEGABLAST**
Renegade
- 28 THE KILLING GAME SHOW**
Psygnosis
- 29 X-OUT**
Rainbow Arts
- 30 DISPOSABLE HERO**
Gremlin
- 31 T2 ARCADE**
Virgin
- 32 Z-OUT**
Rainbow Arts
- 33 APIDYA**
Blue Byte
- 34 R-TYPE II**
Activision
- 35 MIDNIGHT RESISTANCE**
Ocean
- 36 FIREFORCE**
ICE
- 37 MICROCOSM**
Psygnosis
- 38 ALCATRAZ**
Infogrames
- 39 PANG**
Ocean
- 40 VENUS**
Gremlin
- 41 EPIC**
Ocean
- 42 APOCALYPSE**
Virgin
- 43 R-TYPE**
Activision
- 44 BATTLE SQUADRON**
Ubisoft
- 45 AMNIOS**
Psygnosis
- 46 WOLFCHILD**
Core Design
- 47 SPACE GUN**
Ocean
- 48 LETHAL XCESS**
Grandslam
- 49 VITAL LIGHT**
Millennium
- 50 RUBICON**
21st Century
- 51 WING COMMANDER**
Mindscape
- 52 ANARCHY**
Unknown
- 53 OPERATION THUNDERBOLT**
Ocean
- 54 MEAN ARENAS**
Ice
- 55 WINGS OF DEATH**
Thalion
- 56 WARZONE**
Core Design
- 57 ESCAPE FROM THE ROBOT**
Unknown
- 58 MONSTERS**
Ubisoft
- 59 STELLAR 7**
Sierra
- 60 ORK**
Psygnosis
- 61 STARDUST**
Daze
- 62 VIDEO KID**
Gremlin
- 63 FLY HARDER**
Krysalis
- 64 PEGASUS**
Gremlin
- 65 HOSTILE BREED**
Palace
- 66 BONANZA BROS**
US Gold
- 67 FIREHAWK**
Codemasters
- 68 FANTASTIC VOYAGE**
Ubisoft
- 69 STRIDER II**
US Gold

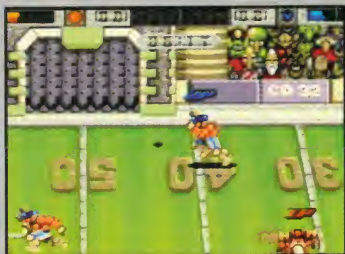
- 70 ATOMIC ROBO-KID**
Activision
- 71 THE EXECUTIONER**
Audiogenic
- 72 ARMALYTE**
Thalamus
- 73 OPERATION WOLF**
Ocean
- 74 SHADOW DANCER**
US Gold
- 75 SUPER SPACE INVADERS**
Domark
- 76 LINE OF FIRE**
US Gold
- 77 XENON**
Renegade
- 78 MONTY PYTHON**
Virgin
- 79 TERMINATOR 2**
Ocean
- 80 SUPER SKWEEK**
Loricel
- 81 BATTLESTORM**
Ubisoft
- 82 ROBOCOP 2**
Ocean
- 83 AGONY**
Psygnosis
- 84 STARUSH**
Ubisoft
- 85 MERCS**
US Gold
- 86 BAAL**
Unknown
- 87 CAVITAS**
Unknown
- 88 ALIEN STORM**
US Gold
- 89 WARLOCK THE AVENGER**
Millennium
- 90 CARDIAXX**
Electronic Zoo/Team 17
- 91 TOTAL CARNAGE**
ICE
- 92 WESTPHASER**
Loricel
- 93 FIRE AND FORGET**
Titus
- 94 STARRAY**
Logotron
- 95 PREDATOR II**
Mirrorsoft
- 96 GHOST BATTLE**
Thalion
- 97 FRENETIC**
Audiogenic
- 98 THE SPY WHO LOVED ME**
Domark
- 99 TOTAL RECALL**
Ocean
- 100 UNDER PRESSURE**
Electronic Zoo

Sports Simulation

- 1 SENSIBLE WORLD OF SOCCER**
Renegade
- 2 FOOTBALL GLORY**
Kompart
- 3 SENSIBLE SOCCER**
Renegade
- 4 GOAL**
Virgin
- 5 SPEEDBALL 2**
Renegade
- 6 PRO TENNIS TOUR 2**
Ubi Soft
- 7 MAN UTD LEAGUE CHAMPS**
Krysalis

Super Leagues

- 8 PGA EUROTOUR**
Ocean
- 9 PREMIER MANAGER 3**
Gremlin
- 10 JOHN MADDEN**
Electronic Arts
- 11 PGA TOUR GOLF + Data Disk**
Electronic Arts
- 12 PREMIER MANAGER 2**
Gremlin
- 13 GRAHAM GOOCH CRICKET**
Audiogenic
- 14 PREMIER MANAGER**
Gremlin
- 15 MICROPROSE GOLF**
MicroProse
- 16 ON THE BALL**
Daze
- 17 WORLD CLASS RUGBY**
Audiogenic
- 18 BRUTAL SPORTS FOOTBALL**
Millennium



- 19 WINTER OLYMPICS**
U.S. Gold
- 20 EUROPEAN CHAMPIONS**
Ocean
- 21 PLAYER MANAGER**
Anco
- 22 WILD CUP SOCCER**
Millennium
- 23 SPEEDBALL**
Renegade
- 24 JIMMY WHITE'S SNOOKER**
Virgin
- 25 ARCHER MACLEAN'S POOL**
Virgin
- 26 WORLD CLASS LEADERBOARD**
US Gold
- 27 SIERRA SOCCER**
Sierra (obviously)
- 28 ARCADE POOL**
Team 17
- 29 LINKS**
US Gold
- 30 KINGPIN**
Team 17
- 31 TEST MATCH CRICKET**
Challenge
- 32 THE MANAGER**
US Gold
- 33 GAMES: SUMMER EDITION**
US Gold
- 34 CHAMP MANAGER '93**
Domark
- 35 AMERICAN GLADIATORS**
Gametek
- 36 NICK FALDO'S CHAMP GOLF**
Grandslam
- 37 CHAMPIONSHIP MANAGER**
Domark
- 38 KICK OFF 2**
Anco
- 39 FIFA SOCCER**
Electronic Arts
- 40 TENNIS CUP**
Loricel
- 41 TV SPORTS FOOTBALL**
Mindscape
- 42 CALIFORNIA GAMES**
US Gold
- 43 WEMBLEY RUGBY LEAGUE**
Audiogenic
- 44 STRIKER**
Rage

- 45 PRO TENNIS TOUR**
Ubi Soft
- 46 JAHANGIR KHAN SQUASH**
Krisalis
- 47 GRAHAM TAYLOR'S**
Krisalis
- 48 RBI 2 BASEBALL**
Mindscape
- 49 DISC**
Loricel
- 50 THE AQUATIC GAMES**
Millennium
- 51 TV SPORTS BASKETBALL**
Mindscape
- 52 SUPER SPORT CHALLENGE**
Daze
- 53 RYDER CUP**
Ocean
- 54 TENNIS CUP 2**
Loricel
- 55 SOCCER STAR**
B.U.B.
- 56 LIVERPOOL**
Grandslam
- 57 WINTER SUPERSPORTS '92**
Flair
- 58 J BARNES EURO FOOTBALL**
Krisalis
- 59 ZANY GOLF**
UbiSoft
- 60 EURO SOCCER**
Flair
- 61 MAN UNITED - EUROPE**
Krisalis
- 62 TV SPORTS BASEBALL**
Mindscape
- 63 FIENDISH FREDDY**
Tynesoft
- 64 INTERNATIONAL SPORTS**
Empire
- 65 MASTER BLAZER**
Rainbow Arts
- 66 TIP OFF**
Anco
- 67 EUROPEAN FOOTBALL CHAMP**
Krisalis
- 68 WAYNE GRETZKY HOCKEY 2**
Bethesda
- 69 TACTICAL MANAGER**
Kornpart
- 70 MICROPROSE SOCCER**
MicroProse
- 71 INTERNATIONAL SOCCER**
MicroProse
- 72 SUPERSKI 2**
MicroProse
- 73 WORLD CUP USA '94**
US Gold
- 74 THE CARL LEWIS CHALLENGE**
Psygnosis
- 75 CALIFORNIA GAMES II**
US Gold
- 76 MEGA SPORTS**
UbiSoft
- 77 GRAND MONSTER SLAM**
Rainbow Arts
- 78 WORLD GAMES**
US Gold
- 79 PROJECTILE**
Electronic Arts
- 80 PURPLE SATURN DAY**
Infograms
- 81 ADVANTAGE TENNIS**
UbiSoft
- 82 EMPIRE SOCCER**
Empire
- 83 WWF WRESTLEMANIA**
Ocean
- 84 STORMBALL**
Millennium
- 85 ITALY 1990**
US Gold
- 86 FACE OFF ICE HOCKEY**
Krisalis
- 87 BILLIARDS II**
Infograms

- 88 REBEL RACER**
Unknown
- 89 I PLAY 3D SOCCER**
I-Play
- 90 WORLD CHAMP SOCCER**
Unknown
- 91 STEVE DAVIS SNOOKER**
CDS
- 92 FOOTBALL MANAGER 2**
Addictive
- 93 JACK NICKLAUS GOLF**
Gremlin
- 94 FOOTBALLER OF THE YEAR 2**
Gremlin
- 95 3D TENNIS**
Unknown
- 96 WILD WHEELS**
Ocean
- 97 RUGBY/THE WORLD CUP**
Infograms
- 98 RUGBY LEAGUE COACH**
Audiogenic
- 99 SUPER LEAGUE MANAGER**
Unknown
- 100 EUROPEAN SUPERLEAGUE**
Unknown

Flight Simulation

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse



- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 TORNADO**
Digital Integration
- 6 F117A**
MicroProse
- 7 COMBAT AIR PATROL**
Psygnosis
- 8 B17 FLYING FORTRESS**
MicroProse
- 9 OVERLORD**
Virgin
- 10 DOGFIGHT**
MicroProse
- 11 THUNDERHAWK**
Core Design
- 12 F-19 STEALTH FIGHTER**
MicroProse
- 13 THEIR FINEST HOUR + Data Disk**
Lucasfilm
- 14 F-16 COMBAT PILOT**
Digital Integration
- 15 A320 AIRBUS USA**
Thalion
- 16 BATTLEHAWKS 1942**
Lucasfilm
- 17 FIGHTER BOMBER**
Activision
- 18 A320 AIRBUS**
Thalion
- 19 A-10 TANK KILLER V1.5**
Sierra
- 20 GUNSHIP**
MicroProse
- 21 BIRDS OF PREY**
Electronic Arts
- 22 EMBRYO**
Kornpart

- 23 DAWN PATROL**
Empire
- 24 SHUTTLE**
Virgin
- 25 PROFLIGHT**
Hi Soft
- 26 INTERCEPTOR**
Unknown
- 27 FLIGHT SIMULATOR 2**
Sublogic
- 28 KNIGHTS OF THE SKY**
MicroProse
- 29 MIG-29M SUPER FULCRUM**
Domark
- 30 F-29 RETALIATOR**
Ocean
- 31 F-15 STRIKE EAGLE II**
MicroProse
- 32 A-10 TANK KILLER**
Sierra
- 33 MIG-29 FULCRUM**
Domark
- 34 TOWER FRA**
Unknown
- 35 WINGS**
Cinemaware
- 36 SKYCHASE**
MicroProse
- 37 F-15 STRIKE EAGLE**
MicroProse
- 38 ATF II**
Digital Integration
- 39 FIGHTER DUEL PRO**
Jaeger Software
- 40 CHUCK YEAGER**
Electronic Arts

Racing

- 1 SKIDMARKS**
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 3 BUMP N BURN**
Grandslam
- 4 FORMULA ONE GRAND PRIX**
MicroProse
- 5 SUPERCARS 2**
Gremlin
- 6 ROADKILL**
Acid Software
- 7 LOTUS TURBO CHALLENGE II**
Gremlin
- 8 ATR**
Team 17
- 9 POWERDRIVE**
US Gold
- 10 OVERDRIVE**
Team 17
- 11 STUNT CAR RACER**
MicroStyle
- 12 NO SECOND PRIZE**
Thalion
- 13 NITRO**
Psygnosis
- 14 LOTUS III**
Gremlin
- 15 LAMBORGHINI**
Titus
- 16 F17 CHALLENGE**
Team 17
- 17 MICRO MACHINES**
CodeMasters
- 18 JAGUAR XJ220**
Core Design
- 19 TOP GEAR 2**
Gremlin
- 20 HARLEY DAVIDSON**
Mindscape
- 21 F1**
Domark
- 22 VROOM**
Unknown

23 BILL ELLIOT'S NASCAR

Gametek

24 CRAZY CARS 3

Titus

25 INDIANAPOLIS 500

Electronic Arts

26 NIGEL MANSELL

Gremlin

27 SUPER MONACO GP

US Gold

28 TEST DRIVE 2

Accolade

29 TOYOTA RALLY

Gremlin

30 COMBO RACER

Gremlin

31 SUPER OFF ROAD RACER

Virgin

32 SUPER CARS

Gremlin

33 TEAM SUZUKI

Gremlin

34 LOMBARD RAC RALLY

Mandarin

35 SUPER HANG-ON

Activision

36 JUPITER'S MASTERDRIVE

Ubi Soft

37 RVF HONDA

MicroStyle

38 INDY HEAT

The Sales Curve

39 PSYBORG

Loricel

40 4D SPORTS DRIVING

Mindscape

41 OUTRUN EUROPA

US Gold

42 HARD DRIVIN' II

Domark

43 ROAD RASH

Electronic Arts

**44 GRAND PRIX CIRCUIT**

Unknown

45 TURBO OUTRUN

US Gold

46 HARD DRIVIN'

Domark

47 BADLANDS

Domark

48 PRIME MOVER

Psychosis

49 THE CYCLES

Ubisoft

50 CHASE HQ II

Ocean

51 POWERDROME

Ubisoft

52 OVERLANDER

Elite

53 TEST DRIVE

Accolade

54 BURNING RUBBER

Ocean

55 RED ZONE

Psychosis

56 CISCO HEAT

Mirrorsoft

57 RACE DRIVIN'

Domark

58 MOONSHINE RACERS

Millennium

59 FERRARI FORMULA 1

Virgin

60 THE ULTIMATE RIDE

Mindscape

Beat'em-up**1 MORTAL KOMBAT II**

Acclaim

2 RISE OF THE ROBOTS

Mirage

3 MORTAL KOMBAT

Virgin

4 ELFMANIA

Renegade

**5 SHADOW FIGHTER**

Gremlin

6 IK+

System 3

7 BODY BLOWS

Team 17

8 PANZA KICK BOXING

Futura

9 TORVAK THE WARRIOR

Core Design

10 BODY BLOWS GALACTIC

Team 17

11 BUDOKAN

Electronic Arts

12 STREETFIGHTER II

US Gold

13 ORIENTAL GAMES

Unknown

14 AFTER THE WAR

Dynamic

15 VIGILANTE

US Gold

16 WRATH OF THE DEMON

Readysoft

17 SHADOW WARRIORS

Ocean

18 FINAL FIGHT

US Gold

19 NINJA WARRIORS

Virgin

20 GOLDEN AXE

Virgin

21 SWORD OF THE SODAN

Activision

22 CHAMBERS OF SHAOLIN

Grandslam

23 METAL MASTERS

Infogrames

24 BLACK TIGER

US Gold

25 DARKMAN

Ocean

26 SKULL AND CROSSBONES

Domark

27 DOUBLE DRAGON III

Virgin

28 DYNASTY WARS

US Gold

29 PITFIGHTER

Domark

30 FULL CONTACT

Team 17

31 TMHT

Mirrorsoft

32 DINOWARS

Unknown

33 NIGHTBREED (ARCADE)

Ocean

34 ROGUE TROOPER

Krysalis

35 DOUBLE DRAGON II

Virgin

36 LAST NINJA 2

System 3

37 IVANHOE

Ocean

38 WILD STREETS

Titus

39 DR DOOMS REVENGE

Entertainment International

40 COUGAR FORCE

Tomahawk

Strategy**1 SIMCITY 2000**

Maxis

2 SETTLERS

Kempart

3 THEME PARK

Electronic Arts

4 UFO

Microprose

5 DETROIT

Impressions

6 POWERMONGER + Data Disk

Electronic Arts

7 UTOPIA + Data Disk

Gremlin

8 MEGA LO MANIA

Mirrorsoft

9 POPULOUS II

Electronic Arts

10 CIVILISATION

MicroProse

11 DUNE II

Virgin

12 K240

Gremlin

13 PIRATES! GOLD

MicroProse

14 CAESAR

Impressions

15 SABRE TEAM

Krysalis

**16 REUNION**

Grandslam

17 D-DAY

Impressions

18 LORDS OF THE REALM

Impressions

19 GLOBAL EFFECT

Electronic Arts

20 DREADNOUGHTS

Turcan Research

21 FIELDS OF GLORY

Microprose

22 CAMPAIGN 2

Empire

23 GENGHIS KHAN

Infogrames

24 GENESIA

Mindscape

25 SIM CITY DELUXE

Infogrames

26 SIMCITY + Terrain Editor

Infogrames

27 A-TRAIN

Maxis

28 CAESAR DELUXE

Impressions

29 PERFECT GENERAL

Impressions

30 SUPREMACY

Unknown

31 CELTIC LEGENDS

Ubi Soft

32 GLOBAL DOMINATION

Impressions

33 BANDIT KINGS

Unknown

34 BATTLE ISLE + Data Disk

Blue Byte

35 POPULOUS + Promised Lands

Electronic Arts

36 RAILROAD TYCOON

MicroProse

37 RAGNAROK

Mirage

38 AIRFORCE COMMANDER

Impressions

39 CAMPAIGN + Data Disk

Empire

40 REALMS

Virgin

41 THE PATRICIAN

Daze

42 CENTURION

CCS

43 BREACH 2

Impressions

44 HARPOON + Data Disk

Mirrorsoft

45 MURDER

US Gold

46 LASER SQUAD

Krysalis

47 ROME AD92

Millennium

48 VIKINGS

Thalamus

49 BREACH

Impressions

50 PALADIN

Impressions

51 SIM EARTH

Ocean

52 DEUTEROS

Activision

53 HISTORYLINE 1914-1918

Blue Byte

54 BLUE AND THE GRAY

Impressions

55 SIMANT

Ocean

56 WARLORDS

Unknown

57 1869

Flair

58 GETTYSBURG

Mirrorsoft

59 ARMADA

Mirrorsoft

60 BORODINO

Mirrorsoft

61 MONOPOLY

Unknown

62 WHEN TWO WORLDS WAR

Impressions

63 RISK

Unknown

64 BATTLE CHESS II

Intercom

65 BATTLEMASTER

Unknown

66 MOONBASE

CRL

67 BATTLE CHESS

Electronic Arts

68 LORDS OF CHAOS

DMI

69 BRIGADE COMMANDER

Unknown

70 HILL STREET BLUES

Krysalis

71 AIRFORCE COMMANDER

Impressions

72 STARLORD

MicroProse

73 KINGMAKER

US Gold

Super Leagues

- 74 AIR BUCKS**
Impressions
- 75 GOLD OF THE AMERICAS**
Starbyte
- 76 HALLS OF MONTEZUMA**
US Gold
- 77 ARNHEM**
CCS
- 78 GERM CRAZY**
Electronic Zoo
- 79 TOWER OF BABEL**
MicroProse
- 80 CHESS CHAMPION 2175**
CDS
- 81 FLOOR 13**
Virgin
- 82 FIGHTER COMMAND**
Impressions
- 83 FORT APACHE**
Impressions
- 84 LIFE AND DEATH**
Mindscape
- 85 INTERCEPTOR**
Electronic Arts
- 86 RED LIGHTNING**
SSI
- 87 CONFLICT EUROPE**
Mirrorsoft
- 88 COHORT**
Impressions
- 89 SEIGEMASTER**
CCS
- 90 STORM ACROSS EUROPE**
SSI
- 91 CONFLICT: MIDDLE EAST**
US Gold
- 92 NAPOLEON I**
Impressions
- 93 AFRIKA KORPS**
Impressions
- 94 BIG BUSINESS**
Rainbow Arts
- 95 BURNTIME**
Kompact
- 96 MAELSTROM**
Empire
- 97 CASTLES**
Electronic Arts
- 98 CRIME CITY**
Impressions
- 99 'NAM**
Domark
- 100 TRADERS**
Unknown

Arcade Strategy

- 1 CANNON FODDER**
Virgin
- 2 FRONTIER - ELITE 2**
Gametek

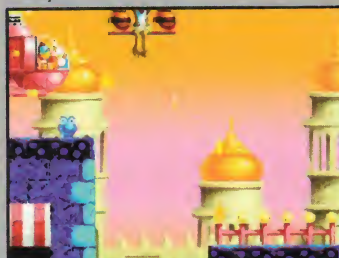


- 3 LIBERATION**
Mindscape
- 4 ELITE**
Rainbird
- 5 SYNDICATE**
Electronic Arts
- 6 SPACE HULK**
Electronic Arts
- 7 ARMOUR-GEDDON**
Psygnosis

- 8 DYNABLASTER**
VBI
- 9 THE KILLING CLOUD**
Mirrorsoft
- 10 HEIMDALL 2**
Core Design
- 11 CANNON FODDER 2**
Virgin
- 12 FLAMES OF FREEDOM**
MicroProse
- 13 HIRED GUNS**
Psygnosis
- 14 STARGLIDER 2**
Rainbird
- 15 THEATRE OF DEATH**
Psygnosis
- 16 STORM MASTER**
Silmarils
- 17 SPECIAL FORCES**
MicroProse
- 18 NORTH AND SOUTH**
Infogrames
- 19 WAR IN THE GULF**
Empire
- 20 PIRATES**
US Gold
- 21 TRANSARCTICA**
Silmarils
- 22 INTERPHASE**
Mirrorsoft
- 23 DRAGON'S BREATH**
Palace
- 24 MIDWINTER**
MicroProse
- 25 IRON LORD**
Ubisoft
- 26 MILLENIUM 2.2**
Activision
- 27 DAMOCLES** + Mission Disk
Novagen
- 28 COVERT ACTION**
MicroProse
- 29 VOYAGE BEYOND**
Unknown
- 30 LORDS OF THE RISING SUN**
Cinemaware
- 31 ROBIN HOOD**
Millennium
- 32 ANCIENT ART/WAR IN SKIES**
MicroProse
- 33 NARCO POLICE**
Dynamix
- 34 STAR CONTROL**
Unknown
- 35 TEAM YANKEE**
Empire
- 36 MOONFALL**
Hewson
- 37 TIME MACHINE**
Activision
- 38 MAGIC FLY**
Activision
- 39 PACIFIC ISLANDS**
Empire
- 40 CYTRON**
Psygnosis
- 41 STRIKE FLEET**
Electronic Arts
- 42 STARFLIGHT**
SSI
- 43 SPACE ROGUE**
Unknown
- 44 RULES OF ENGAGEMENT**
Impressions
- 45 ARMOUR-GEDDON II**
Psygnosis
- 46 MAGIC GARDENS**
Electronic Zoo
- 47 ECO PHANTOM**
Elec Zoo
- 48 VOLFIED**
Empire
- 49 AIR SUPPORT**
Psygnosis
- 50 SWORDS AND GALLEONS**
Silver

Platform

- 1 LION KING**
Virgin
- 2 ALADDIN**
Virgin
- 3 JAMES POND 3**
Millennium
- 4 RUFF 'N' TUMBLE**
Renegade
- 5 FLASHBACK**
US Gold
- 6 SOCCER KID**
Krisalis
- 7 PUTTY SQUAD**
System 3



- 8 BUBBLE N SQUEAK**
Audiogenic
- 9 SUPERFROG**
Team 17
- 10 NAUGHTY ONES**
Kompact
- 11 OUT TO LUNCH**
Mindscape
- 12 KID CHAOS**
Ocean
- 13 ZOOL**
Gremlin
- 14 THE ADDAMS FAMILY**
Ocean
- 15 ASSASSIN '94**
Team 17
- 16 ASSASSIN**
Team 17
- 17 PREMIERE**
Core Design
- 18 GODS**
Renegade
- 19 FURY OF THE FURRIES**
Mindscape
- 20 ZOOL 2**
Gremlin
- 21 RAINBOW ISLANDS**
Ocean
- 22 PRINCE OF PERSIA**
Domark
- 23 BUBBA N STIX**
Core Design
- 24 DONK**
Supervision
- 25 PARASOL STARS**
Ocean
- 26 FIRE & ICE**
Renegade
- 27 ROBODOD**
Millennium
- 28 ARABIAN NIGHTS**
Krisalis
- 29 PUGGSY**
Psygnosis
- 30 LEANDER**
Psygnosis
- 31 PUTTY**
System 3
- 32 COOL SPOT**
Virgin
- 33 FLINK**
Psygnosis
- 34 MARVINS MARVELOUS ADV**
21st Century
- 35 BRIAN THE LION**
Psygnosis

- 36 RICK DANGEROUS 1+2**
Krisalis/MicroProse
- 37 QUICK THE THUNDER RABBIT**
Titus
- 38 ALIEN 3**
Virgin
- 39 TRAPS 'N' TREASURES**
Krisalis
- 40 QWAK**
Team 17
- 41 SLEEPWALKER**
Ocean
- 42 CHUCK ROCK II**
Core Design
- 43 DELIVERANCE**
21st Century
- 44 IMPOSSIBLE MISSION 2025**
MicroProse
- 45 FUZZBALL**
System 3
- 46 RODLAND**
The Sales Curve
- 47 JAMES POND**
Millennium
- 48 9-LIVES**
Arc
- 49 ALFRED CHICKEN**
Mindscape
- 50 LETHAL WEAPON**
Ocean
- 51 ELF**
Ocean
- 52 MYTH**
System 3
- 53 SWITCHBLADE 2**
Gremlin
- 54 FANTASTIC DIZZY**
Codemasters
- 55 SUPER METHANE BROTHERS**
Apache
- 56 TEARAWAY THOMAS**
Soundware
- 57 BEAVERS**
Grandslam
- 58 JIM POWER**
Loricel
- 59 WOODY'S WORLD**
Global
- 60 'ALLO 'ALLO**
Alternative
- 61 GLOBAL GLADIATORS**
Virgin
- 62 TROLLS**
Flair
- 63 MAGIC BOY**
Empire
- 64 SWITCHBLADE**
Gremlin
- 65 MAGIC POCKETS**
Renegade
- 66 TOKI**
Ocean
- 67 ELVIRA THE ARCADE GAME**
Flair
- 68 THE BLUES BROTHERS**
Titus
- 69 WONDER DOG**
Core Design
- 70 CHUCK ROCK**
Core Design
- 71 P.P. HAMMER**
DMI
- 72 CREATURES**
Thalamus
- 73 DEEP CORE**
Ice
- 74 LIONHEART**
Thalion
- 75 McDONALD'S LAND**
Virgin
- 76 BC KID**
Ubi Soft
- 77 CRASH DUMMIES**
Virgin
- 78 OSCAR**
Flair

- 79 BUBBLE BOBBLE**
Firebird
- 80 HARLEQUIN**
Gremlin
- 81 FLOOD**
Electronic Arts
- 82 NEW ZEALAND STORY**
Ocean
- 83 VIKING CHILD**
Unknown
- 84 CAR-VUP**
Core Design
- 85 RISKY WOODS**
Electronic Arts
- 86 CHARLIE J COOL**
Rasputin
- 87 YO JOE!**
Hudson Soft
- 88 JOE & MAC**
Elite
- 89 NIGHT SHIFT**
Lucasfilm
- 90 BASE JUMPERS**
Grandslam
- 91 DINO DETECTIVE AGENCY**
Alternative
- 92 GLOBDULE**
Psygnosis
- 93 NEBULUS II**
Hewson
- 94 UGH!**
Blue Byte
- 95 MEGA TWINS**
US Gold

Puzzle and Quiz

- 1 LEMMINGS 2**
Psygnosis
- 2 BENEFACTOR**
Psygnosis
- 3 OH NO! MORE LEMMINGS**
Psygnosis
- 4 LOST VIKINGS**
Interplay
- 5 DIGGERS**
Millennium
- 6 PIPEMANIA**
US Gold
- 7 ONE STEP BEYOND**
Ocean
- 8 PUSH-OVER**
Ocean
- 9 ALL NEW WORLD OF LEMMINGS**
Psygnosis
- 10 HUMANS/JURASSIC LEVELS**
Mirage
- 11 BILL'S TOMATO GAME**
Psygnosis
- 12 KRUSTY'S FUNHOUSE**
Virgin
- 13 KLAX**
Domark
- 14 CHIPS CHALLENGE**
US Gold
- 15 TETRIS**
Infogrames
- 16 BRAT**
Mirrorsoft
- 17 WIZKID**
Ocean
- 18 BOB'S BAD DAY**
Psygnosis
- 19 BLOB**
Core
- 20 GOBLIINS 2**
Coktel Vision
- 21 MORPH**
Millennium
- 22 GOBLIINS**
Coktel Vision
- 23 GOBLIINS 3**
Sierra

- 24 TRODDERS**
The Sales Curve
- 25 SINK OR SWIM**
Zeppelin
- 26 TINY SKWEEKS**
Loricel
- 27 X-IT**
Psygnosis
- 28 LOOPZ**
Audiogenic
- 29 SUPER TETRIS**
MicroProse
- 30 STEG**
CodeMasters
- 31 SWITCH QUIZ**
Switchsoft
- 32 BLOCKOUT**
Unknown
- 33 LOCOMOTION**
Global
- 34 WELLTRIS**
Infogrames
- 35 BUG BOMBER**
Unknown
- 36 ISHIDO**
Palace
- 37 CLOCKWISER**
Black Legend



- 38 PUZZNIC**
Ocean
- 39 NEVERMIND**
Psygnosis
- 40 E-MOTION**
US Gold
- 41 TRIVIAL PURSUIT**
Domark
- 42 MONOPOLY**
Supervision
- 43 CASTLE OF DR. BRAIN**
Sierra
- 44 STONE AGE**
Grandslam
- 45 ATOMINO**
Psygnosis
- 46 SUPAPLEX**
Digital Integration
- 47 LOGICAL**
Rainbow Arts
- 48 GEM'X**
Unknown
- 49 BRAIN BLASTERS**
Psygnosis
- 50 ATOMIX**
Unknown
- 51 REVELATIONS**
Krisalis
- 52 PICK'N'PILE**
Ubi Soft
- 53 QUADREL**
Krisalis
- 54 CATCH'EM**
DMI
- 55 PLOTTING**
Ocean
- 56 7 COLORS**
Infogrames
- 57 KWIK SNAK**
Unknown
- 58 SPINDIZZY WORLDS**
CodeMasters
- 59 JUMPING JACKSON**
Unknown
- 60 CLOWN'O'MANIA**
Unknown

- 61 SCRABBLE**
Melbourne House
- 62 MANIX**
Millennium
- 63 MANIC MARBLE**
Unknown
- 64 SCRABBLE**
US Gold
- 65 TILT**
Unknown

Role Playing

- 1 AMBERMOON**
Thalion
- 2 DUNGEON MASTER**
Psygnosis
- 3 CHAOS STRIKES BACK**
Psygnosis
- 4 EYE OF THE BEHOLDER II**
US Gold



- 5 LEGEND**
Mindscape
- 6 KNIGHTMARE**
Mindscape
- 7 ISHAR 3**
Daze
- 8 AMBERSTAR**
Thalion
- 9 BLACK CRYPT**
Electronic Arts
- 10 MIGHT AND MAGIC III**
US Gold
- 11 PALADIN II**
Impressions
- 12 BANE OF THE COSMIC FORGE**
US Gold
- 13 EYE OF THE BEHOLDER**
US Gold
- 14 MIGHT AND MAGIC II**
US Gold
- 15 PERIHILION**
Psygnosis
- 16 SHADOWWORLDS**
Krisalis
- 17 WORLDS OF LEGEND**
Mindscape
- 18 LEGACY OF SORASIL**
Gremlin
- 19 POOLS OF DARKNESS**
US Gold
- 20 DARKMERE**
Core Design
- 21 DEATH KNIGHTS OF KRYNN**
US Gold
- 22 CHAMPIONS OF KRYNN**
US Gold
- 23 BLADE OF DESTINY**
US Gold
- 24 BARD'S TALE III**
Electronic Arts
- 25 BARD'S TALE II**
Electronic Arts
- 26 ABANDONED PLACES 2**
ICE
- 27 ROBINSONS REQUIEM**
Daze
- 28 CRYSTAL DRAGON**
Black Legend
- 29 ISHAR 2**
Daze

- 30 ULTIMA VI**
Mindscape
- 31 EXODUS**
Global
- 32 STARFLIGHT II**
US Gold
- 33 WHALE'S VOYAGE**
Flair
- 34 STARFLIGHT**
US Gold
- 35 SHADOWLANDS**
Domark
- 36 SECRET OF THE SILVER BLADES**
Infocom
- 37 HARD NOVA**
Electronic Arts
- 38 SHADOW SORCERER**
US Gold
- 39 ISHAR/LEGEND OF FORTRESS**
Daze
- 40 LEGENDS OF VALOUR**
US Gold
- 41 LORD OF THE RINGS**
Electronic Arts
- 42 SPACE 1889**
Empire
- 43 MEGATRAVELLER 1**
Empire
- 44 BUCK ROGERS**
US Gold
- 45 DRAGON WARS**
Unknown

Bat 'n' ball

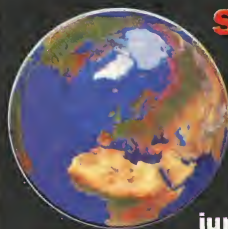
- 1 PINBALL ILLUSIONS**
21st Century
- 2 PINBALL FANTASIES**
21st Century
- 3 PINBALL DREAMS**
21st Century
- 4 ARKANOID 2/REV OF**
Ocean
- 5 SHUFFLEPUCK CAFE**
Ubisoft
- 6 ARKANOID**
Ocean
- 7 KRYPTON EGG**
Rainbird
- 8 BUNNY BRICKS**
Silmarils



- 9 LORDS OF WAR**
Rainbow Arts
- 10 BOTICS**
Krisalis

... but never fear,
the wondrous
Superleagues
have been lovingly
and religiously
updated to take
account of these
occurrences.

Swap Shop



SWAP SHOP WORLD TOUR '94/95

I'm on the run readers! Oh good heavens, this American citizenship is a nightmare – the trial on which I was a juror was apparently scheduled to last for months, and I was pleased to see my face on national television. Unfortunately this was bad. I was slung off the jury and now football fans the length and breadth of the country are baying for my blood. Wish I hadn't been wearing that damn 'He did It' T-shirt. Anyway, I'm a wanted man and am therefore travelling incognito. So from now on I am to be referred to not as Swap Shop, but as Readers' Wives from Apples and Pairs magazine. Shee – tell you what, I get some very interesting correspondence! Take this for instance: "Dear RW, here are some photographs of my wife, the Princess of Wales..."

FIFA Soccer £13, Kick Off 2 Euro Challenge £12, (A5/600 version), Fields of Glory £12. All boxed as new. Tim Wilson, 01773 591074.

Wanted: Amiga penpals/contacts, male or female, no boffins or tw*ts please. Mark Tomkinson, 7 Neptune House, Mallow Close, Cosham, Portsmouth, Hants.

Wanted: Fireforce, Battletech 1 or 2. Will pay good price, must be boxed. Ricky Bell, 01536 260453.

I will swap Walker and Sim City for A-Train and Humans 1 or 2. Nicky ham, 021 624 9934.

Wanted: Monkey Island 1 and 2, Dynablast, MK2, Rise of Robots for 1 meg A500. Will swap for Dynablast 2, Dark Seed, Micro Machines, Loom. Simon Smith, 0161 653 9317.

Swap Football Glory for your Soccer Kid or Arcade Pool, John Madden's or Lemmings 2 or 3. Ring Jonathan Bamber between 5-7pm, 01993 843680.

Scorpion console for sale, with two games, boxed, £20. Phone Stuart, 01709 897542. Wanted: Beneath a Steel Sky. Will swap for Frontier, or buy at a reasonable price. Russel Rowley, 01831 770102.

Boxed A1200 games wanted: also penpals. Write to J. Levine, 4 Rhos Avenue, Cheadle Hulme, Stockport, Gtr Manchester.

Swap Mega Drive and Mega CD, plus SNES, for amiga A1200 or A600. Tel 0131 664 4726 and ask for Dave.

Desperately wanted! Demoniak in good condition. Better the condition, better the price Lee Hyde, 01708 227572.

Wanted: true train spotter with anorak, red wellies and Thermos flask. No jokers! Write to Paul, 16 adcott Road, Middlesbrough, Cleveland.

Dor sale: Stable Masters for just £10, Daily Double Horse Racing only £3. Wanted: On The Ball World Cup edition, will pay £10. David Marlow, 01733 897086.

Will swap Simon the Sorcerer for Monkey Islands or any good graphic adventure. I have other such games also. Wayne Lea, 4 St James Road, Blackpool FY4 2HZ.

Sega Game Gear, 8 good games, Action Replay cartridge, carry case, 7 watt mini-speakers with adaptor, all worth £330. Will sell for £220. Gareth Howells, 01384 571091, after 6pm.

Darren Hill, 7 Green Lane, Newbury, Berks wants an Amiga 570 CD Rom drive for under £60.

Steve McNally, The Bus Shelter, Scruffy Part of Salford, wants trousers/shirts/shoes for under 50 pence.

Do you like sports? Well heres a game for you: Kick Off 3. Will sell for £15, boxed

and working [bonus!]. Contact John Matthews, 11 Station Road, Pinhoe, Exeter, Devon EX1 3SA.

Setting up a PD library. Send PD disks to Roy Dicken, 21 Westbrook Villas, Darlington, Co Durham, DL3 6TD. Amiga 1200 420mb hard drive, GVP 40 mhz board with 8 meg RAM, external drive and £100's of software. £995 ono. Chris Keithley, 01473 658041.

Frontier, Zool AGA, Micro Machines, MicroProse Golf, Finest Hour, Simon the Sorcerer, Campaign, Premier Manager 2, Sensi Soccer, all £5-10 each. Will consider swaps. [Same guy as the one above, but he's "fooling us" by sending in two coupons. Ooh, you got us there Chris!] Selling CD32 [Hey – it's more than Commodore are doing!], boxed with three years cover, includes 7 games, £150. Panasonic KXP-2123 printer, excellent condition, includes Wordworth word processor, £140. Anthony Morris, 01352 810274.

We're selling PD at 50p! [Really? Tell us all about it, by phoning Simon Lees on 01625 878888 to book an ad...]

Wanted: Dynablast for A500 [Because there's certainly an AGA version around...] I will pay £20 for boxed original. Phone Neil on 01159 258924.

Amiga 1200 for sale, extra external drive and over £800 worth of games for £350 ono. Phone andrew on 01225 400655.

For sale: A600 with 70+ games, two joysticks and mouse plus printer. Excellent condition, £400.

Wanted: A1200 hard drive and external disk drive, any condition but MUST work. John Waters, 041 647 1056.

Selling Syndicate, Historyline, £17, Faldo, Pinball Fantasies, KGB, Links, Dogfight, £8, Chaos Engine, F15, Gunship, Strikefleet, £6. A.J. Peel, 0983 866900.

Worldwide contacts wanted to swap games and PD. Chris Bolas, PO Box 8328, 10010 Athens, Greece.

For sale: Amiga 1200 Desktop Dynamite pack, excellent condition £250 Also 12 Amiga games from £5-10 each. Phone Adrian on 01904 416323. [Adrian, do you really live on Bad Bargain Lane? Only in Yorkshire, eh...?]

Amiga contacts wanted who are into strategy/sim games for hints, chit-chat, eg., Settlers, Dune 2 – only for the serious. Peter Hudson, 30 Rockingham Road, Redhouse, Sunderland, Tyne & Wear, SR5 5HU. A600, 2 meg, 2 mice, joystick, jypad, SWOS, Cannon Fodder, PM2 plus other accessories. £220 ono. Andy on 01963 33836.

For sale: Superfrog and Brian the Lion, excellent condition, boxed, £5 each. Phone Steve on 01495 249279.

For sale: A1200, 4 joysticks, 3 mice, 4-player adaptor, also games like The Settlers, WP Digita Wordsworth, DPaint IV. £400 ono, may deliver. Phone 01494 522008 and ask for Colin.

Hi, you're female from 12-15 years, searching for male penpals to write. so write now to André Cutajar, Aintionette House, Garcin Str., Msida (MSD 03), Malta. For sale: Amiga 500, 1 meg, mouse, joystick plus eight boxed games. £150. John Valentine, 25 Arbor Drive, Burnage, Manchester, M19 1FX.

Swap Amiga 600, tons of games, three disk boxes, joystick, jypad, mice, mat, one year old, for Atari Jaguar. John Dawson, Westover, Ox Carr Lane, Strensall, York. 01904 490 384.

PD contacts wanted. Quick reply. Send letters to Kevin Priest, 225 Faversham Road, Kennington, Ashford, Kent TN24 9AF.

A600 contacts wanted to swap hints, tips and software. Female gamers welcome. Colin, 18 Donald road, West Croydon, Surrey, CR0 3EQ.

Amiga 1200 with 34 top titles – SWOS, Cannon Fodder, Settlers, with external drive and joysticks. As new, bargain £350. Simon Thornton, 0181 979 5731.

Wanted: Soccer Rivals, boxed with instructions. Please phone Frank Clapham on 01863 374697.

Wanted: Dungeon Master and Monkey Island clue book for Amiga 60. phone Jayne on 01709 710793.

A big JRR Tolkien fan is seeking Lord of the Rings game for Amiga 600. Will swap for any Amiga game. Christopher Warr, 71 Whitefoot Lane, Bromley, Kent, BR1 5SA. Swap Bills Tomato Game for Pinball Fantasies, also swap Pinball Dreams for Dune 2. [Sorry mate, but if you will insist on scrawling an unintelligible address than you can't expect too much in the way of response now can you?]

Amiga games for sale, all originals including Skidmarks £12, On The Ball £12, Cannon Fodder £10 Write for more details. Even Burr, 20 Great Western Place, Aberdeen, AB1 6QL.

Swap or sell Smash TV and Lotus 2 for anything Amiga. They work on all machines. Nikky Marshall, 8 Weakland Way, Hackenthorpe, Sheffield, S12 4PJ. Wanted: Castles for Amiga 500. My copy lost in move, or Castles 2. Phone 0869 247699

Swap Cannon Fodder, Trolls A1200, Sensible World of Soccer, Sensible Soccer,

Grand Prix for what have you. All boxed. Call Shaun on 0706 623121

Pen-pals wanted 16+. I want replies this time. Write to Kevin Brown, 16 Grasmere Gardens, Belfast, Northern Ireland, BT15 5EG

Wanted: Amiga contacts, A1200 only, preferably hard drive users for swaps, tips etc. Put pen to pper now. Call Shaun on 0706 623121

Samples wanted for use with Octamed. Please no disks full of crappy bell samples, preferably Techno Drum loops. Send list to Adrian Kinlock, 31 Boughy St, Stoke, Staffs, ST4 5RN

For sale: Steel Sky (£20), Monkey Island 2 (£15), Frontier (£10), Sensible Soccer v1.1 (£10). On the Ball World Cup (£20) or will swap for Jungle Strike (Mega). Call James on 051 449 3777

Shareworld is the international disk magazine for Amiga shareware authors and users alike. Issue 3 (now available) includes reviews, interviews, tutorials etc. for your free copy send two disks and a SAE to:- James Dearie, 5 Oaktree Grove, Hemsworth, Near Pontefract, West Yorkshire.

Swap Steel Sky, Ryder Cup, Valhalla, Liberation, Want Star Trek, Alien Breed 2, Aladdin, Putty Squad, Cannon Fodder. Boxed originals only. Call 0506 844338

For sale K240, Special Forces, The Greatest (LOTT, Dune, Jimmy White Snooker), £10 each.

Artist (amateur) with own Amiga required for AMOS competition Rohan 081 8637544

Desperately wanted A1200 and the usual stuff (mouse, cables, power supplies, manuals etc). Please write to Bairro, 678 Fogos Banda, 4 Edificio 3, 20 G 7500, Santo Andre, Portugal.

Amiga 500, 1 meg, extra drive, A570 CD drive, nordic powr cartridge, two joysticks, many games, cost £550... £325. Sam Dodson, 051 327 2636.

CD32 upgrade SX1 with disk drive, keyboard, plus games, £150. Will swap for FMV, call Stu after 6pm on 01244 836634.

Will swap FIFA Soccer for Mega-lo-Mania. Andrew, 811972 [Nice code mate – ooh, you're phone'll never stop ringing]

Wanted: help with Cadaver and Shadow Worlds please. Nigel Watson, 173 Overdale, Eastfield, Scarborough, N. Yorks, 0273 583645.

A500/600 owners! Recently purchased CD32 and have vast amounts of games for sale. Gordon Jyon, 4 Chevet Place, Grangemouth, Stirlingshire, Scotland, FK3 0DE.

Swap Monkey Island 2 or A-Train for Universe, Beneath a Steel Sky, Simon or Fate of Atlantis. JC Harding, 16 Paxton Walk, Rogerstone, Gwent, ND1 0AT A1200 for sale, as new, including Cannon Fodder, Gunship, Genesia, Syndicate plus others. £280 ono. Phone 1954 203055 after 4.30pm.

Older RPG games sought, and hints and solutions for many RPG games available. A Woolgar, 103 The Avenue, Whitburn, West Lothian EH47 0BS.

For sale: Amiga 1200 with dot matrix printer and two ribbons, optical mouse mat, disk box, Lion King, Aladdin, CF, FIFA and more. Peter, 01532 408280.

Hi, I'm 25 and would like to hear from any girls (of any age!) who are interested in talking about football. Serious football fans and proper losers only please. Neil Jackson, BOX 24, Amiga Action,

SwapShop

Adlington Park, Macclesfield SK10 4NP.
I'll sell Mortal Kombat £10, MK II £15
Monkey Island £10, Monkey Island 2 £10,
Robcop 3 £10, Chuck Rock 1 & 2 £15 for
both. Alex Sawyer, 19 Alexandra Road,
Biggin Hill, Kent, TN16 3NZ.

For sale, £5 or swap: Winter Olympics,
Amazing Spiderman, Beastbusters, wanted:
Star Trek and Valhalla. David Buxton,
0925 220845.

For sale: SWOS £15 - write to Mark
Wolski, 7 Roucan Court, Collin, Dumfries,
Scotland, DG1 4JH.

Wanted: Wings of Fury, fair price paid,
call Peter Law, 01202 316248.

15 year old male seeks female penpal
aged 15-17, to write about anything.
101% reply, send photo if possible (oh,
because you're so dashing you can have
the pick of the bunch, yeah?). Mark
Wallace, 23 St. Ninian's Way, Linlithgow,
West Lothian, Scotland. EH49 7BU.

I'll swap my Mortal Kombat or Frontier for
Championship Manager 93/94 or end of
season data disk. Kevin Charters, 30 Taylor
Street, Blyth, Northumberland NE24 5NA.

For sale: C64 disk drive, tape, loads of
games, full size music keyboard, light pen
and loads more. £90. Mark Parker, 01384
865317.

Superfrog for sale, play real arcade games
at home, includes SCART lead, 6button
joypad, 1 game. £75. Phone Gary on
0430 872688.

Swap or sell Desert Strike, Jungle Strike,
Apocalypse and many more. anything
considered. S. Quinn, 0181 998 8967.

For sale: Amiga 600, 2 external drives,
memory card, Roboshift interface, 2
joysticks, Quickjoy footpedal, mouse, mat,
2 disk boxes, loads of games and demo's
and mags etc. £275. Justin Cowie 01206
860060.

Sell Amiga 500+, 13 games [?], 3
joysticks, CD, cassette, stereo, 2 walkmans,
Lynx, 2 games, Amstrad CPC464, 12
games, worth £1000. Sell for £470. Riaz
on 0181 444 3743.

Will swap or sell for £8, Premier Manager
3, Nick Faldo's Golf, International Sensi,
On The Ball (World Cup), for Dawn Patrol,
A-Train, UFO, Sabre Team, Syndicate.
Stephen R....[illegible], 091 454 0790.

For sale: A1200 with 20mb hard drive,
over 1 year warranty, 1084S monitor,
Citizen Swift 200 printer, approx 30 games
£500 ono. Write to Charles Khan, 26 Lycy
House, Great Dover Street, London, SE1
4EQ.

Anyonw got Beneath a Steel Sky? I will
swap Monkey Island 2 for it, and Flashback
as well. Luke O'Hanlon, Glamorgan
402940.

Penpals wanted, age 13+ with A500+.
Will reply to every letter. Donna Bradshaw,
3 Hobson Crescent, Audenshaw,
Manchester M34 5LB.

Help! I'm in need of Ghosts and Goblins,
1942 and World Champ Boxing Manager
to swap. Malcolm Cluett, 253 Griffiths
Drive, Ashmore Park, Wednesfield,
Wolverhampton, WV11 2JT.

Bargains! For sale: Lotus 3, UN
Squadron, Chase HQ, Warzone, Kick
Off 2 plus many more. All boxed, good
quality and cheap! Jo Conas, 9 Porlock
House, Sydenham Hill Estate, London SE26
6TR.

Amiga 600 plus colour TV, monitor,
games, mouse, joystick, pad. One year old,
1mb expansion, manual, boxed. £250
ono, may separate. K. Naylor, 01757
248756.

I want your A1200 now! £250 cash

guaranteed, any amount of games. First
come first served. Malcolm Cluett, 253
Griffiths Drive, Ashmore Park,
Wednesfield, Wolverhampton, WV11 2JT.

Wanted: football management games,
Soccer Rivals, Premier Manager, Football
Glory, all wanted real bad. Call Frank,
01865 374697.

Wargames for sale: Austerlitz and
Waterloo. £9 for both or £5 each. Send
cash or cheque to Mr. I. Alam, 8 Carment
Drive, Shawlands, Glasgow, G41 3PP.

Lots of games for sale. Frontier, K240, 2nd
Samurai and more. All originals, buyer
collects. Phone Paul after 5pm. 0923
826869.

My Simon the Sorcerer AGA, Bloodnet,
Valhalla 2, for your Legend of Kyrandia,
Innocent Until Caught, Nippon Safes. Allan
Brown, 30 Peacock Street, Walworth,
London, SE17 3LF.

Cheap Amiga originals for sale. Write for
printed lists to Stuart Hardy, 33 Fir Tree
Drive, Wales, Sheffield S31 8LZ.

Pen pals wanted to write about the Amiga.
Tips, cheats and all sorts of stuff. Gavin
McGrath, 8 Hellstone Grove, Tiseley,
Birmingham, B11 3PN.

For sale: Wings, Soccer Kid, Robocop 2,
Gazza 2, Oats of Thunder [?], Kick Off 3,
£10 ono. All boxed. Leighton Findlay, 38
Beechgrove Street, Dalmarnock, Glasgow,
G11 0LPT.

For sale: A1200 240mb hard drive,
monitor, external drive, two joysticks, 13
games, disk boxes. £550 ono. Michael
French, 01473 215654.

Ishar 3, The Clue, Frontier, Wing
commander and others. £10 each. John
Valentine, 25 Arbor Drive, Burnage,
Manchester M19 1FX.

Loads of PD for sale. Ring Gareth on 0232
778780.

Swap Monkey Island 2 for Goblins 2. Call
Chris on 0505 863921.

Amiga CD32 games. I will buy, sell or
swap. Write to Mark Smith, 6 Bernard
Crescent, Ipswich, Suffolk, IP3 9LJ.

Swap Assassin, F15 Strike Eagle II, for your
Alien 3 and Beneath a Steel Sky, T2
Arcade for the A1200. Andrew
Woodward, 0452 410268. Boxed games,
over 100, very cheap. Also A1200, A500,
omnitor, printer, external drive. Write to
Gavin Rogers, 24 Northview, Swanley,
Kent. Ideas man needs boffin to develop
world class innovation hardware, share
50/50...? personal disclosure only. 0428
656264 during office hours. FLOOD
MARKET!

For sale: Putty and Pushover £10 each.
Ring 023 45936 [Hmm... an unlikely
number in our opinion] and ask for Daniel
between 6-9pm.

i will swap SWOS for Championship
Manager '94, and Settlers, Cannon Fodder,
Chaos Engine and T2 for Club Football or
Premier Manager 3. 0637 878046.

For sale: Amiga 1200 Desktop Dynamite
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strategy/sim games for hints, chit-chat, eg.,
Settlers, Dune 2 - only for the serious. Peter
Hudson, 30 Rockingham Road, Redhouse,
Sunderland, Tyne & Wear, SR5 5HU.

A600, 2 meg, 2 mice, joystick, joypad,
SWOS, Cannon Fodder, PM2 plus other
accessories. £220 ono. Andy on 01963
33836.

For sale: Superfrog and Brian the Lion,

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522008 and ask for Colin.

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Dawson, Westover, Ox Carr Lane,
Strensall, York. 01904 490 384.

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Amiga games for sale, all originals
including Skidmarks £12, On The Ball
£12, Cannon Fodder £10 Write for more
details. Ewen Burr, 20 Great Western
Place, Aberdeen, AB1 6QL.

Swap or sell Smash TV and Lotus 2 for
anything Amiga. They work on all
machines. Nikky Marshall, 8
Weakland Way, Hackenthorpe,
Sheffield, S12 4PJ.

Keep your ad a decent length and it's free, but
start listing all your games in full and you'll
have to pay. A bit. It's a deterrent see? Saves us
filling two pages with about 12 ridiculously
long ads. Make cheques payable to IDG Media,
or better still, make your ads... SHORT. Ta.

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£2
£3

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Address

Telephone

Age

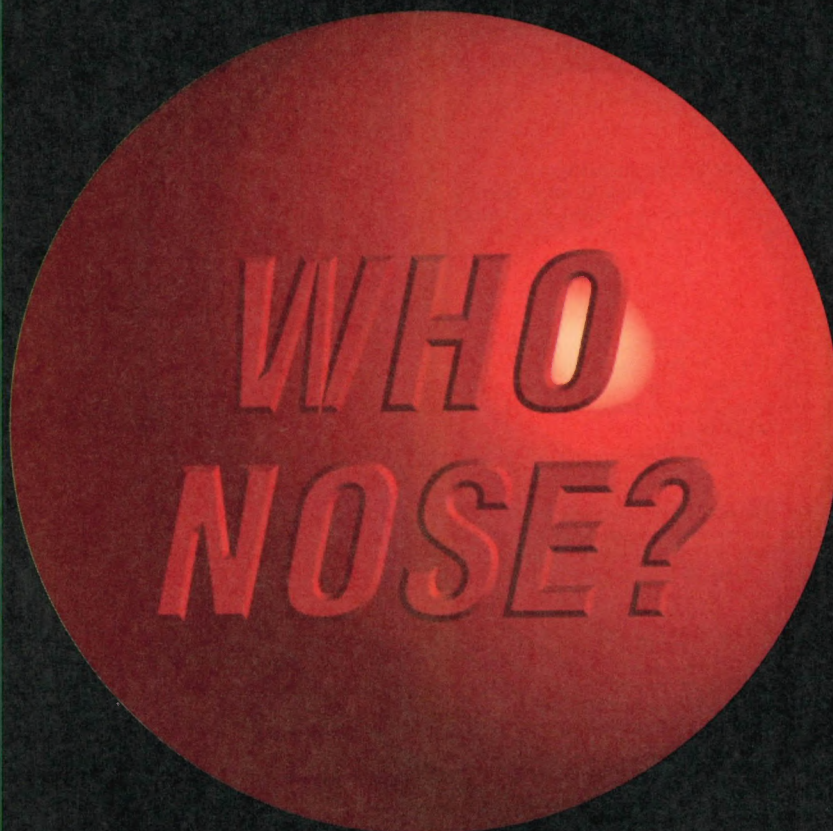
Please tick which you wish to be printed:

☐ Telephone

☐ Address

Send to: Swap Shop, Amiga Action, Media House,
Adlington Park, Macclesfield SK10 4NP

Next month...



***We could have excellent demos of two
superb beat'em-ups.***

***We might have a review of possibly the biggest game
of the year, First Encounters.***

***There could conceivably be some news on
Streetfighter II Turbo.***

***Or we might even tell you something about
The Chaos Engine 2.***

Be in no doubt – find out for yourselves.

**AMIGA
ACTION**

Amiga Action May issue

Mincing into the shops wearing its mother's dress on April 13

only one magazine can fill this space...



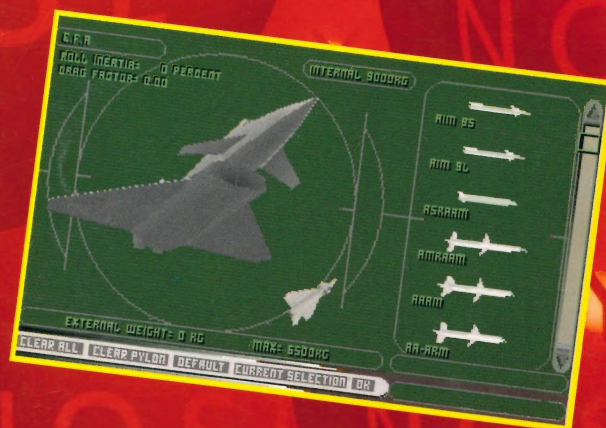
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Find out inside

TFX
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FIRST ENCOUNTERS
Elite's third coming...
Bigger than space itself!